

FIG. 1

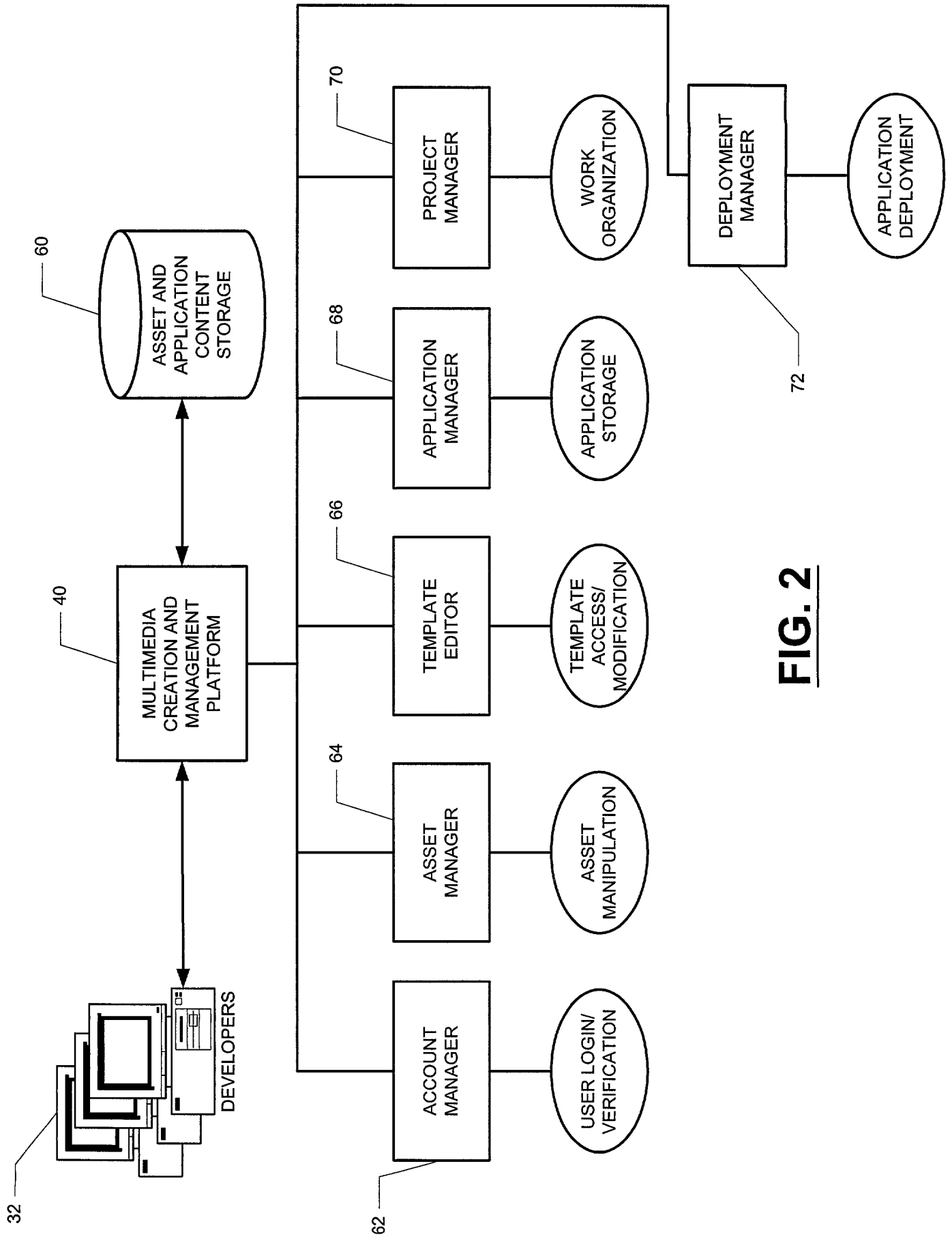


FIG. 2

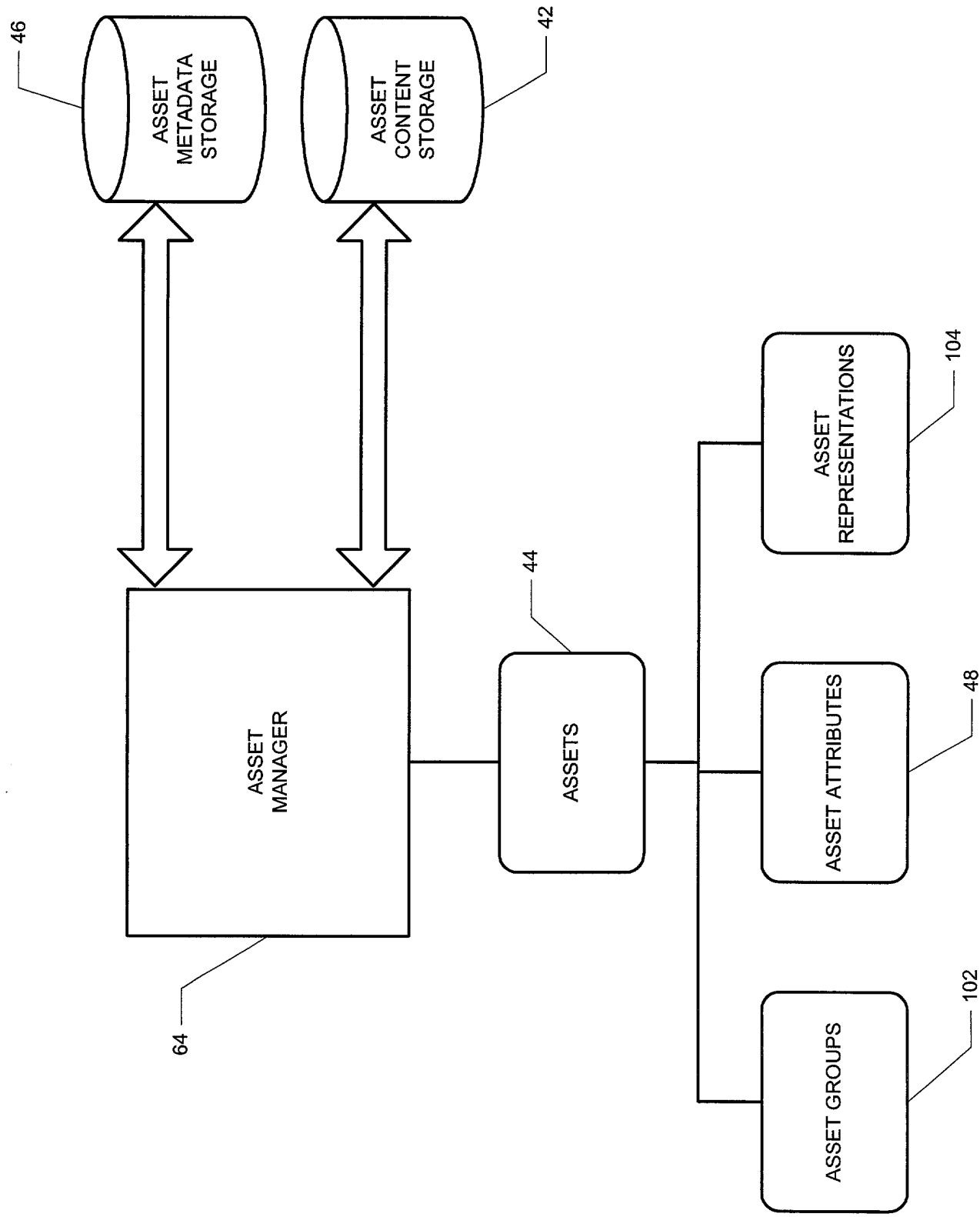


FIG. 3

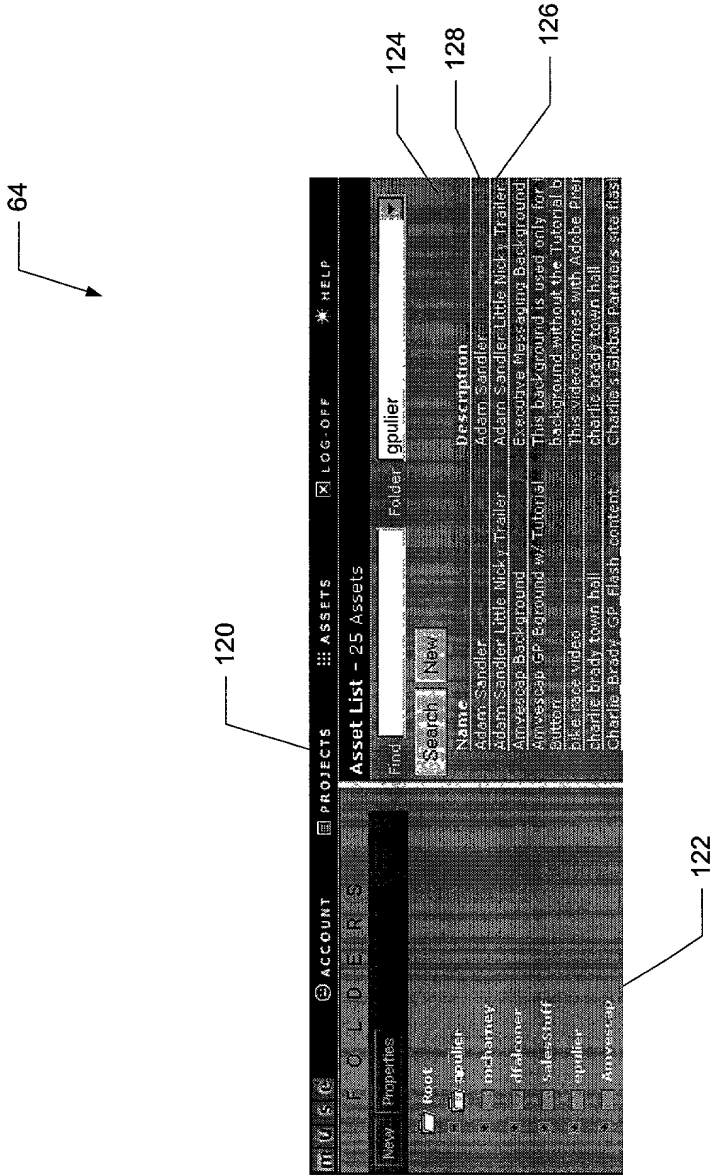


FIG. 4A

700000" 29692660

140

Asset Editor

ID: 1093

Asset Information

Current Status	Approved	Notes	
New Status	<div>Approved</div>		
Folder	gpulier		
Asset Name	Adam Sandler		
URL			Unmanaged asset only
Asset Type	Image		
Active Date	11/10/2000		
Expiration Date	12/31/2100		
Description	Adam Sandler		
Keywords			

Existing Representations

Type Language	Bandwidth	File Type	Remove
URL (h/a)	(n/a)	jpeg Image	<input type="checkbox"/>

144

FIG. 4B

64

Entity Editor

Entity Information

Entity Location /
Entity Name jdoe

Current Users

Name	Rights	Remove?
Lew, Brett	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator
Puljer, Greg	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator
Hannon, Vaughn	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator

New Users

User ID	Rights	Remove?
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator

Save

New

Delete

160

FIG. 4C

64

180

User Defined Field Editor

Field Name	Description	Type	Max Size	Save	New	Delete
Album	Album Details	Text	100			

FIG. 4E

64

Type Language
URL (n/a)

Bandwidth
(n/a)

Existing Representations

File Type
Jpeg Image

Remove ☐

Preview

Type
Image

Language
(n/a)

File
Browse...

Type
Video

Language
(n/a)

File
Browse...

Type
Animation

Language
(n/a)

File
Browse...

Type
Small Thumbnail

Language
(n/a)

File
Browse...

Type
Large Thumbnail

Language
(n/a)

File
Browse...

Type
Original Asset

Language
(n/a)

File
Browse...

Type
Transcript

Language
(n/a)

File
Browse...

Type
Audio Clip

Language
(n/a)

File
Browse...

Type
Document

Language
(n/a)

File
Browse...

Type
Other

Language
(n/a)

File
Browse...

Type
URL

Language
(n/a)

File
Browse...

Asset History

User
Pulfer, Greg

Event
Created

Notes

1/16/2001 10:15:07

Save

New

Delete

FIG. 4F

Format	File Size	Description
BMP	Large	Also known as a <i>bitmap</i> , this is a generic graphics format used by Paintbrush and many other programs.
CGM	Small	Clip art pictures often come in Computer Graphics Metafile format.
GIF	Small	Picture file format commonly used on the Internet.
JPG	Small	Digital photographs are usually saved as JPEG files. Because of its small size JPEG files are also commonly used on the Internet.
WMF	Small	Another file format used for clip art pictures
TIF	Large	A file format used by scanners, fax programs, and some drawing programs.

FIG. 4G

66

200

202

204

206

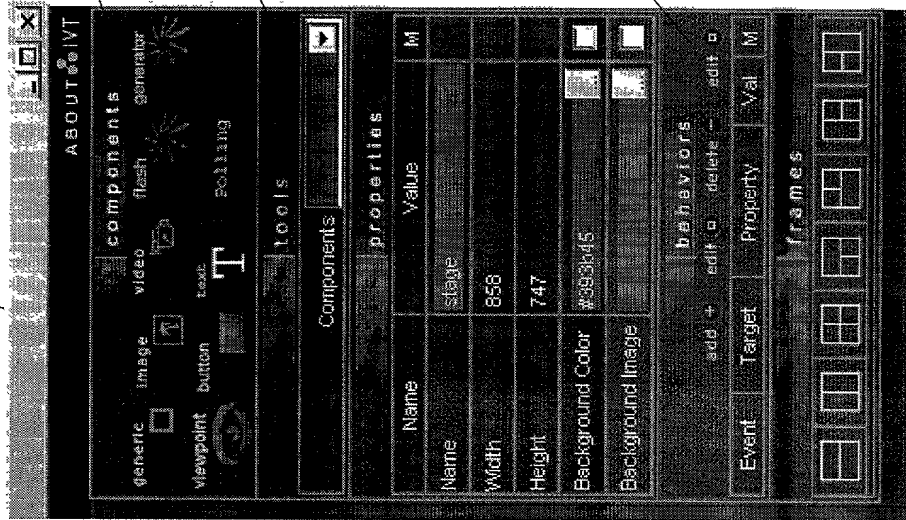


FIG. 5A

FIG. 5B

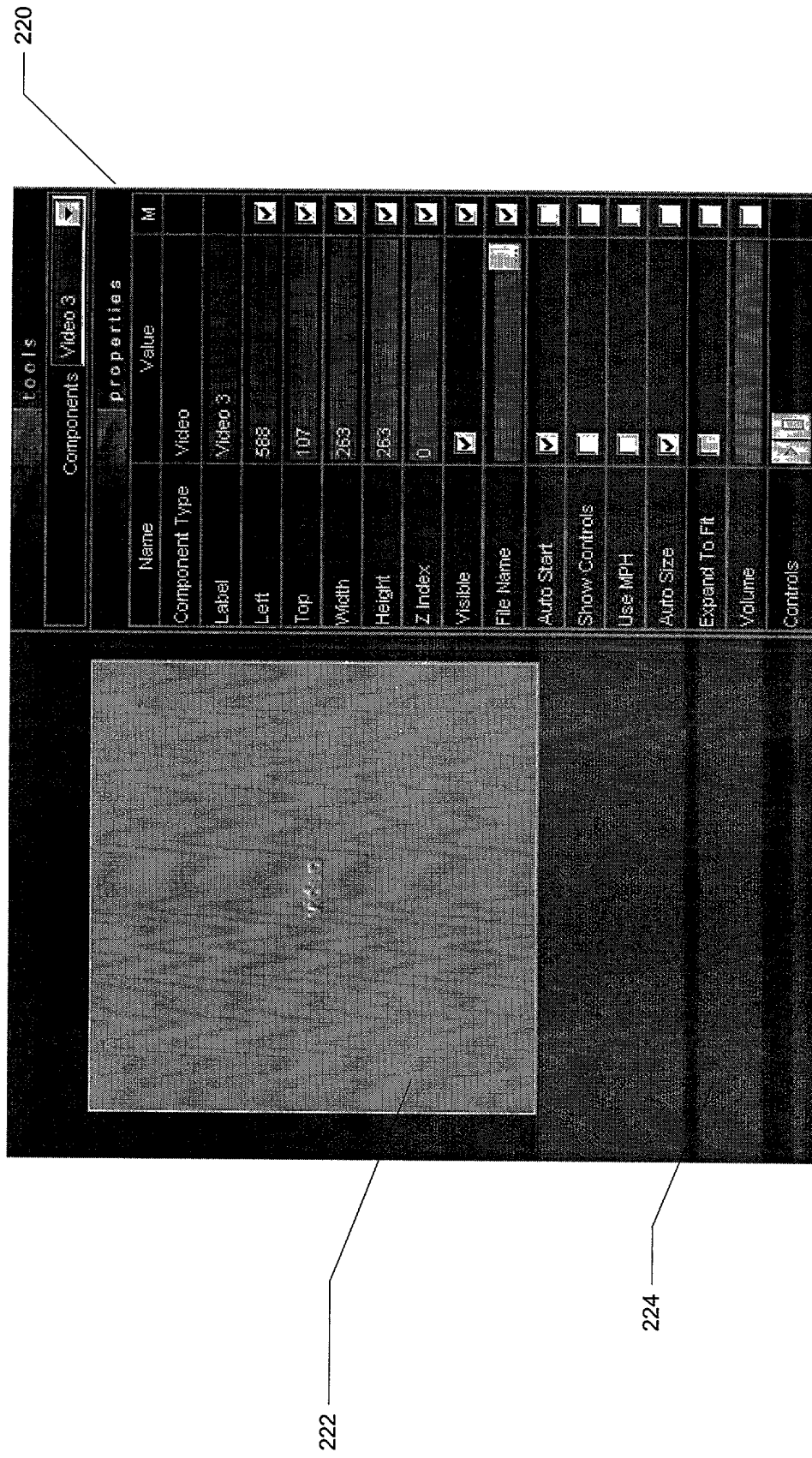


FIG. 5B

FIG. 5C

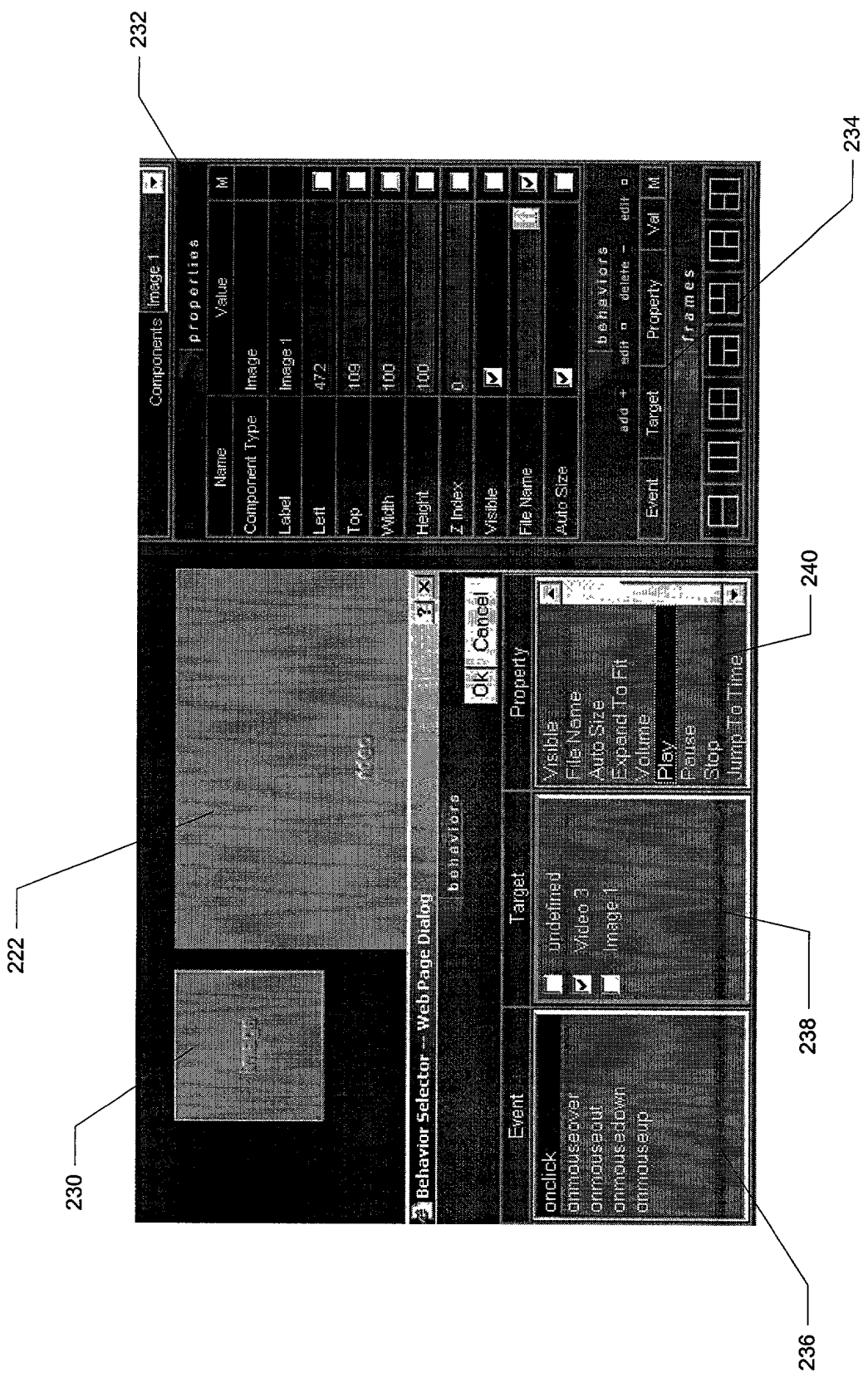


FIG. 5C

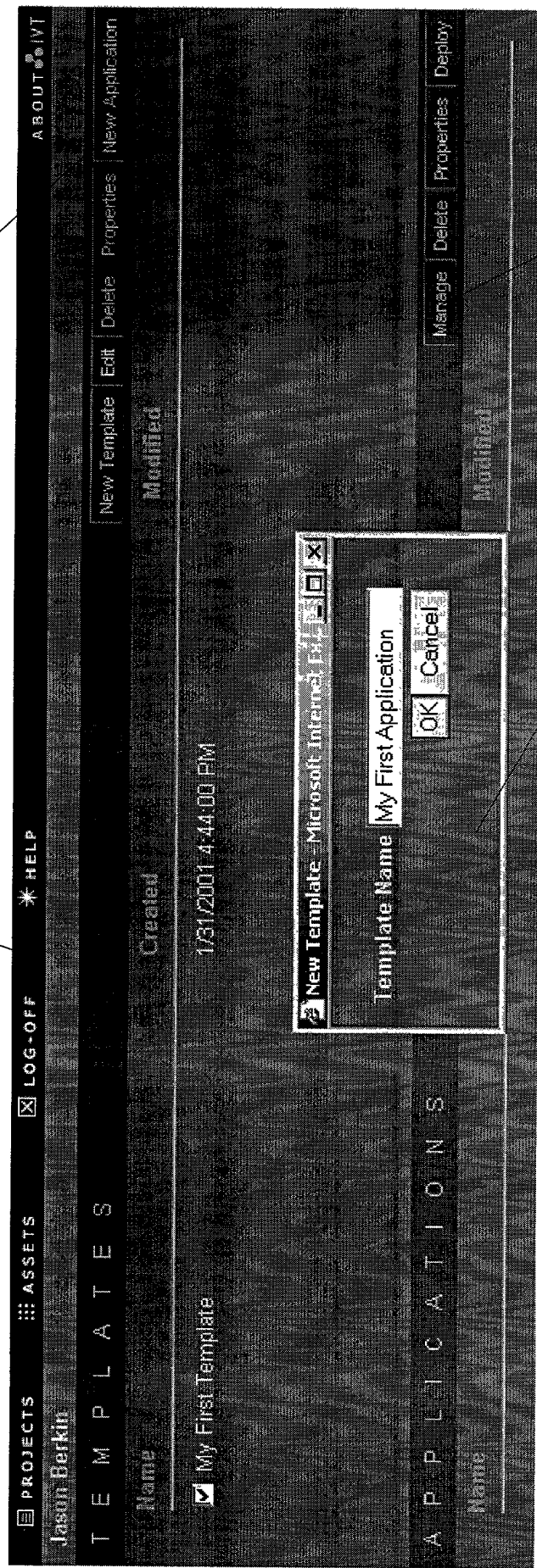
[illegible]

FIG. 6A

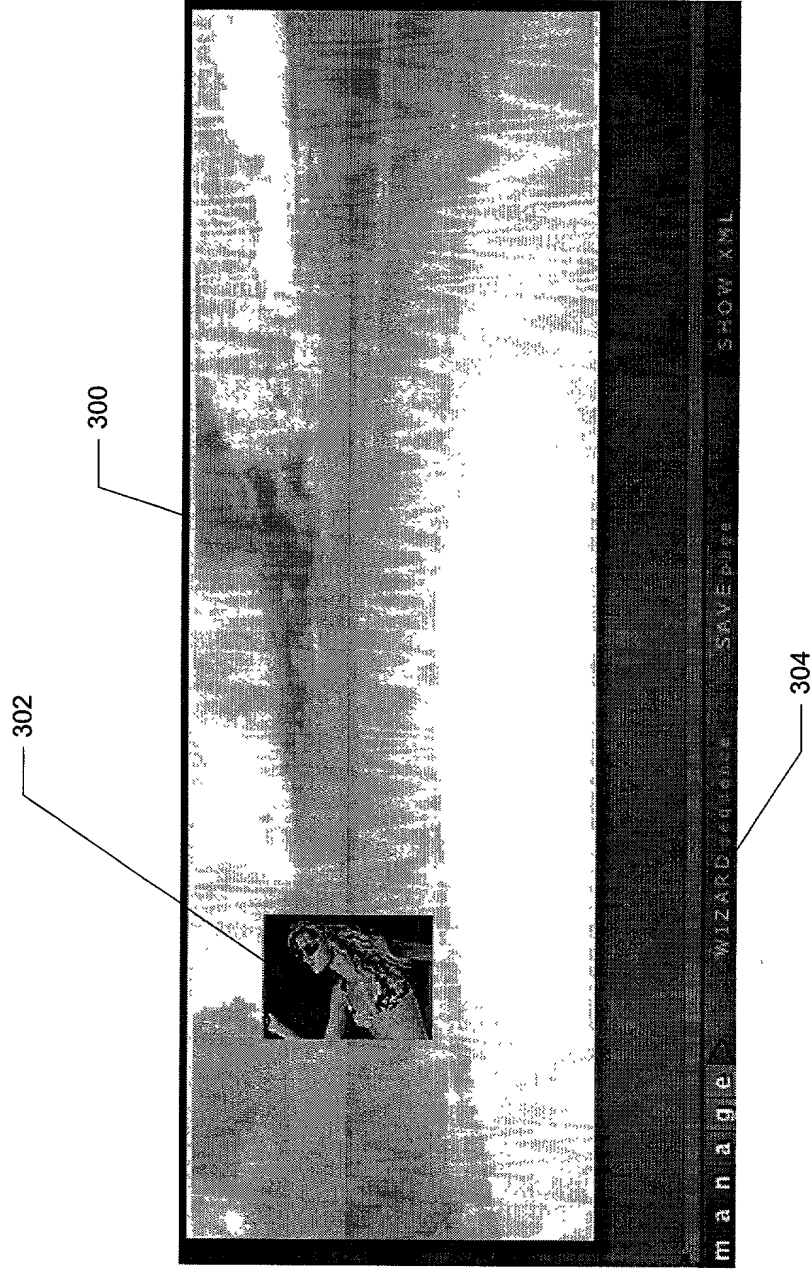
[illegible]

FIG. 6B

FIG. 6C

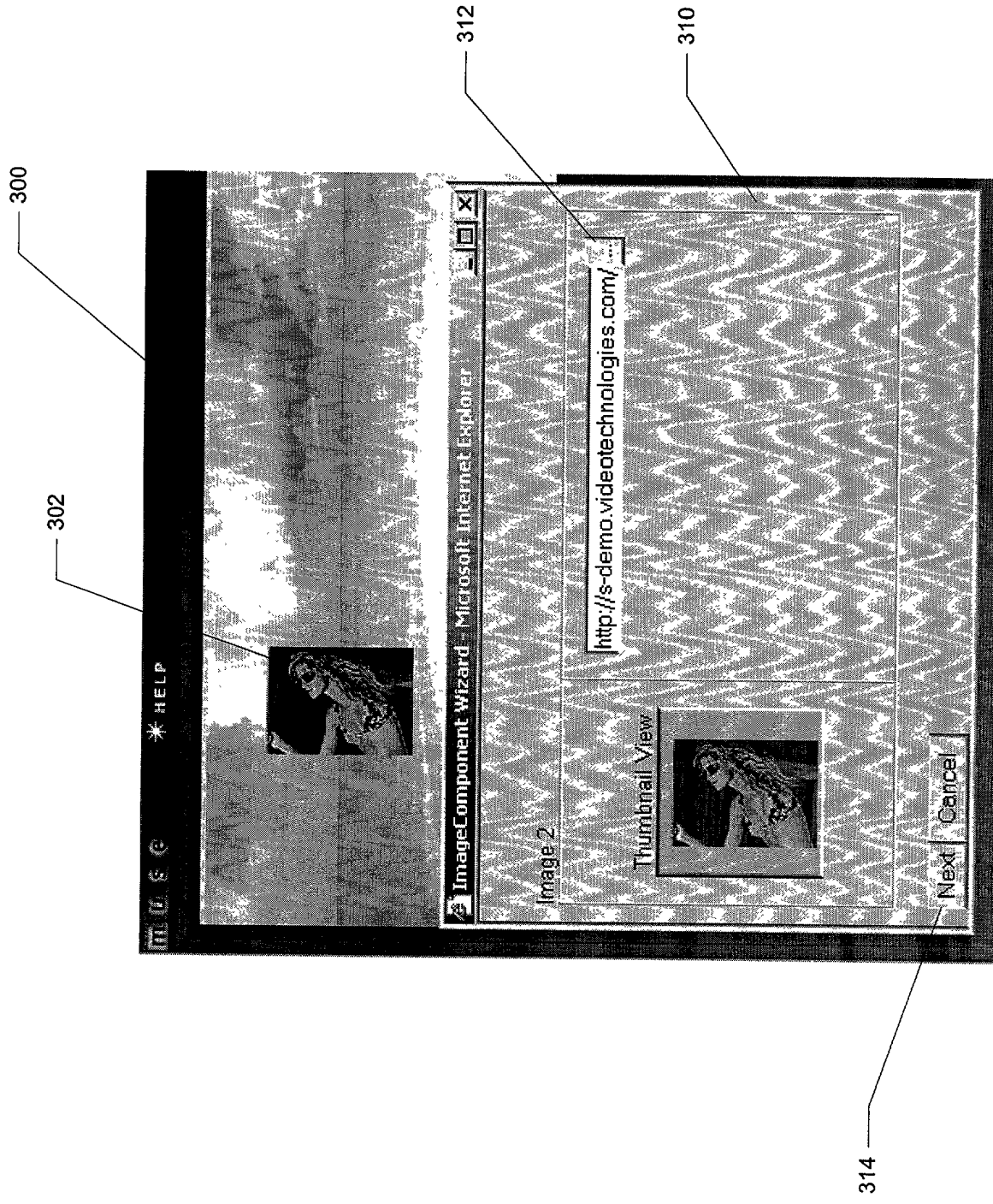


FIG. 6C

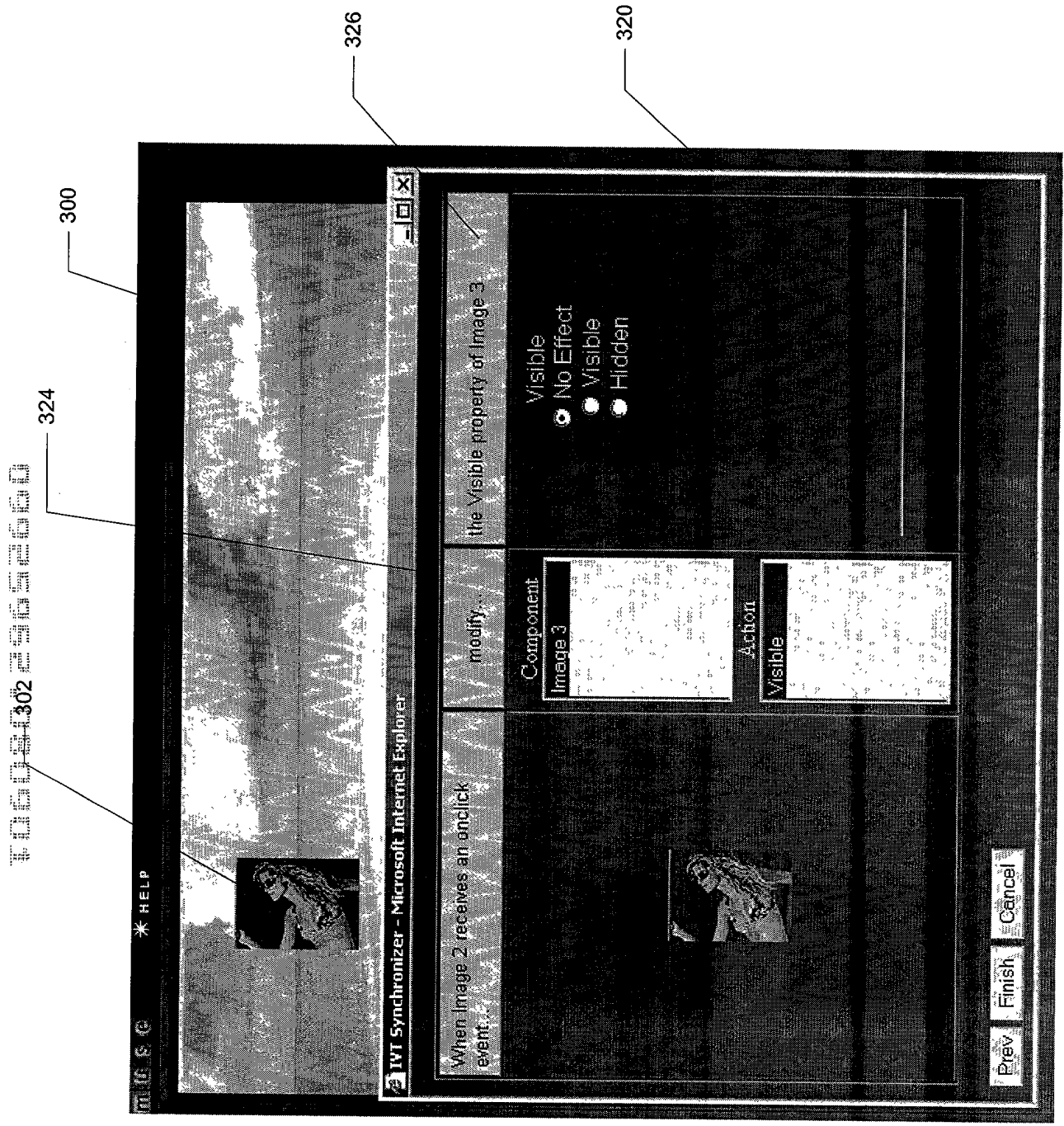


FIG. 6D

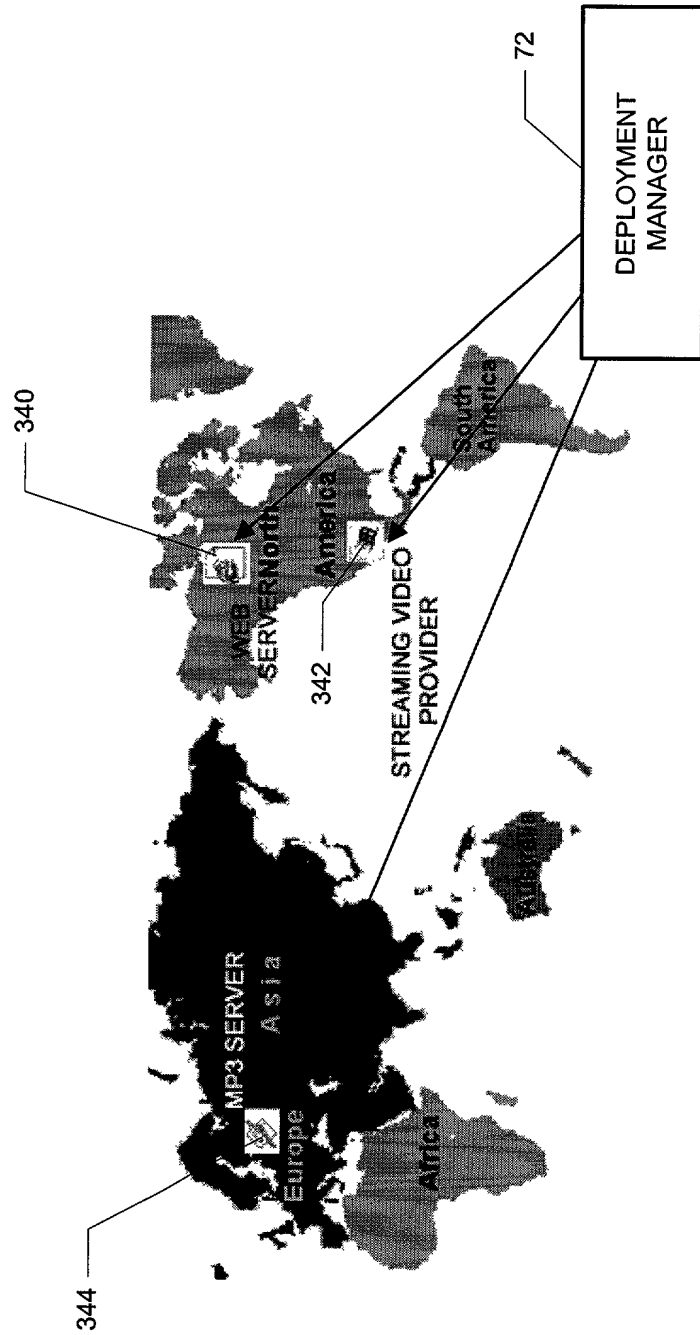


FIG. 7A

http://tools.web.com/DeploymentDefinitionGenerator.asp - Microsoft Internet Explorer

Deployment Environment Name:

☒ Must use directory structure path

Hosts	
Type	Extensions
VIDEO	
Add Asset Type Delete Asset Type	
Add Host Delete Host	
Host Name	Server
Host Site	www.website.com
Upload Path	/deploy
Link Path	http://www.website.com/deploy
Link Path	alt ext (optional)
Host Name	Server
Host Site	www.ibeam.com
Upload Path	/us/ca/
Link Path	http://www.ibeam.com/us/ca/
Link Path	alt ext (optional)
Host Name	Server
Host Site	www.graphics.com
Upload Path	/berkin/images/
Link Path	http://www.graphics.com/
Link Path	alt ext (optional)

Done Cancel

352

354

356

358

360

350

FIG. 7B

FIG. 8

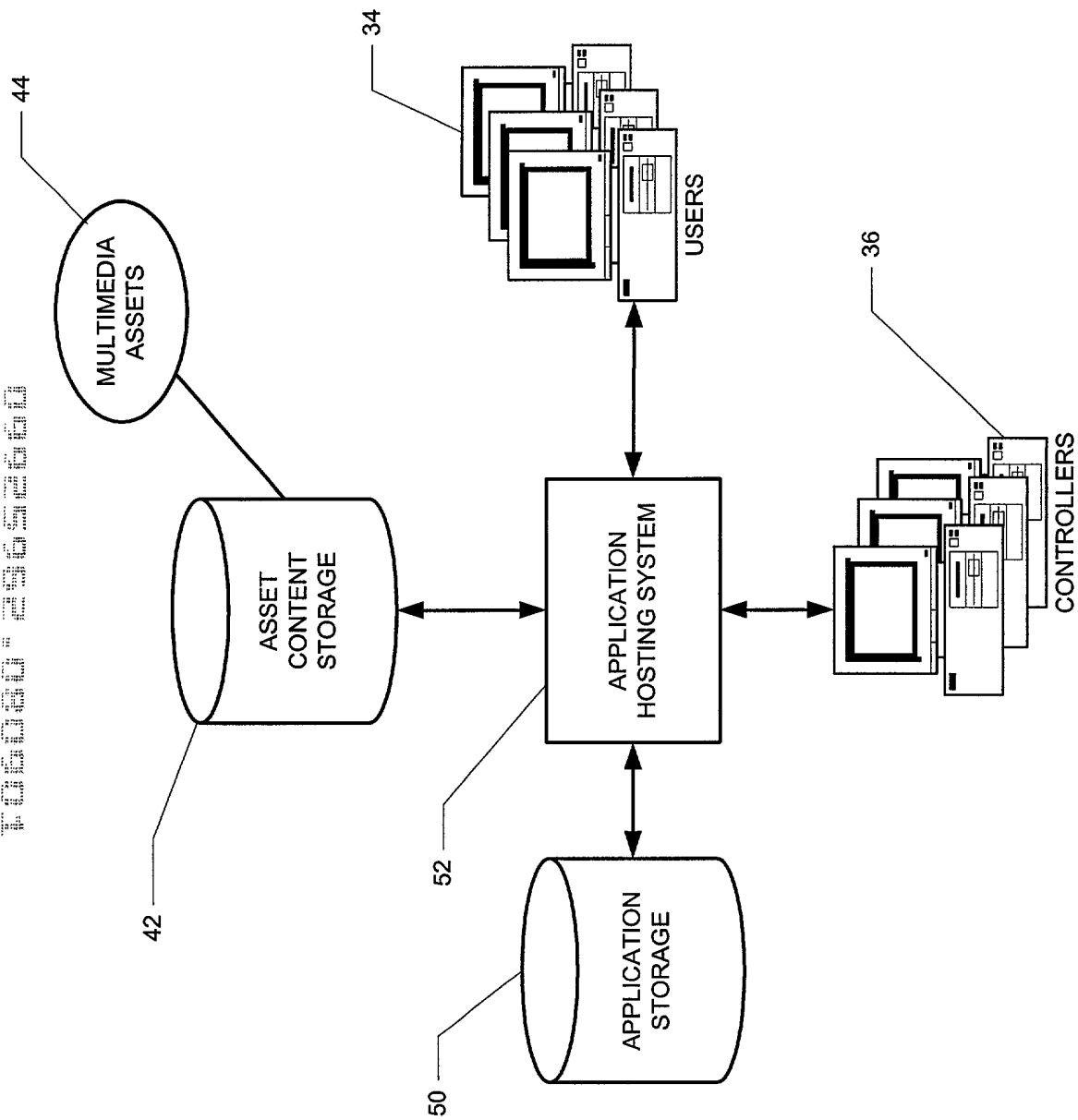


FIG. 8

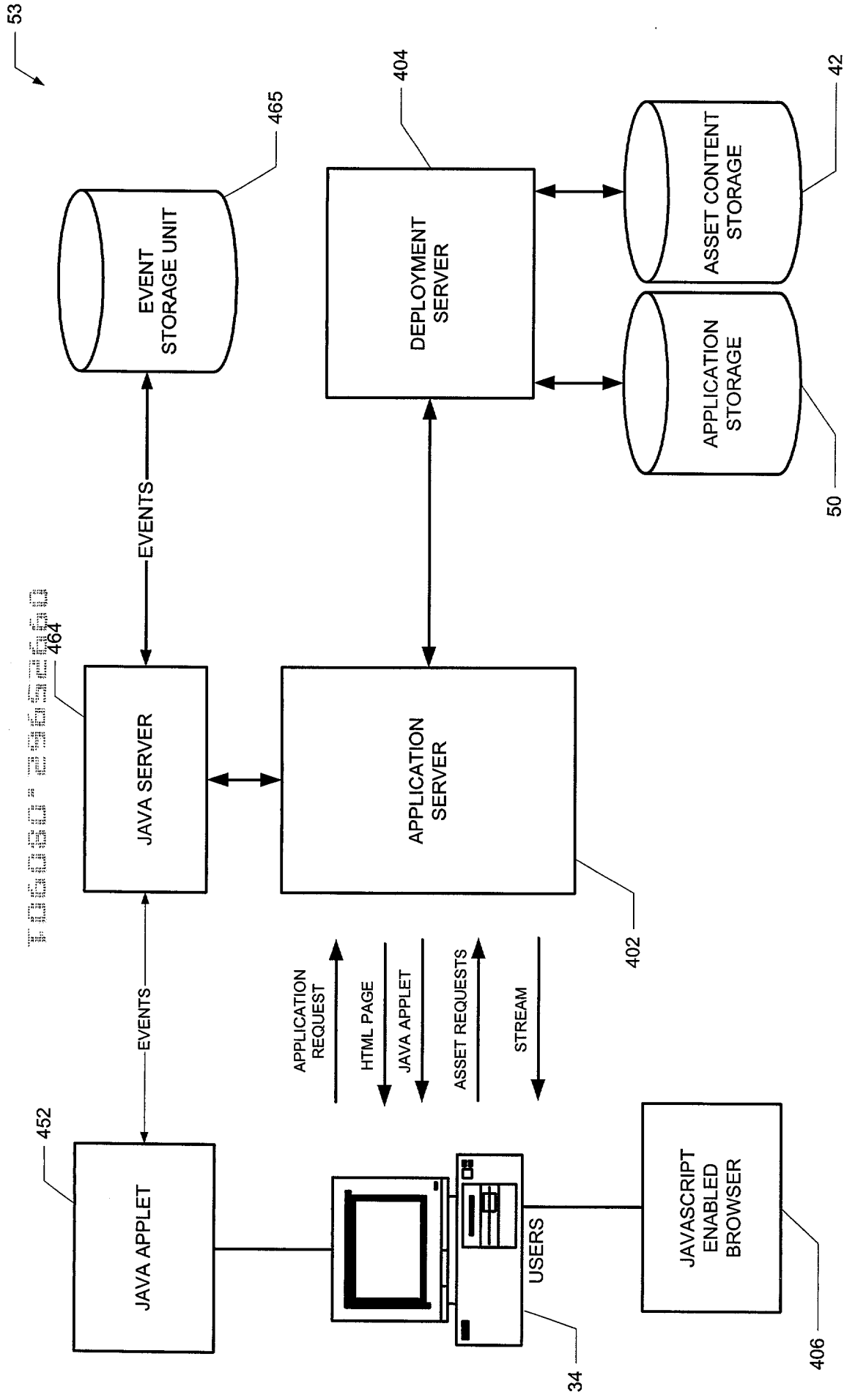


FIG. 9A

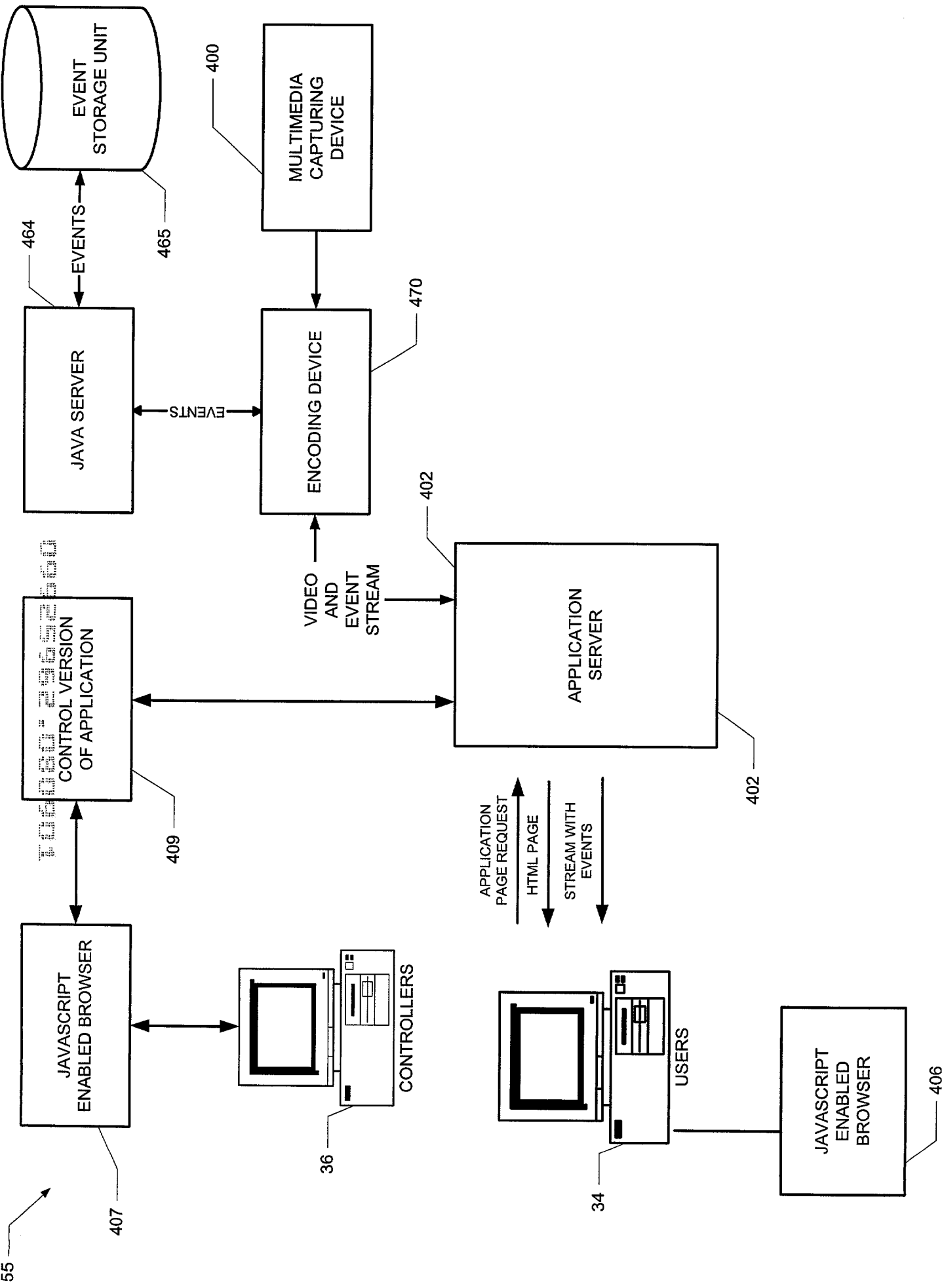


FIG. 9B

Event Handler:

- If currently stopped, exit now
- If currently paused, exit now
- Get current elapsed time and trigger ontimechange events as necessary
- If total time has elapsed
 - If auto repeat is on, set current time position back to beginning
 - Else stop time component now

Behaviors that can be fired on the time component:

Play:

- If we are already playing, do nothing
- If we were paused, $\text{baseTime} = \text{currentTime} + (\text{currentTime} - \text{pausedTime})$
- If we were stopped, send the onbegin event
- Set paused flag to false
- Set started flag to true
- If there was an onplay behavior, call it now

Pause:

- If we were already paused or not started, exit now
- Set $\text{pausedTime} = \text{currentTime}$
- Set paused flag to true
- If there was an onpause behavior, call it now

Stop:

- Set started flag to false
- Set paused flag to false
- Set base time to -1
- If there was an onstop behavior, call it now

JumpToTime:

- Set $\text{base time} = \text{Current Time} - \text{Jump To Time}$
- Call play function

FIG. 10

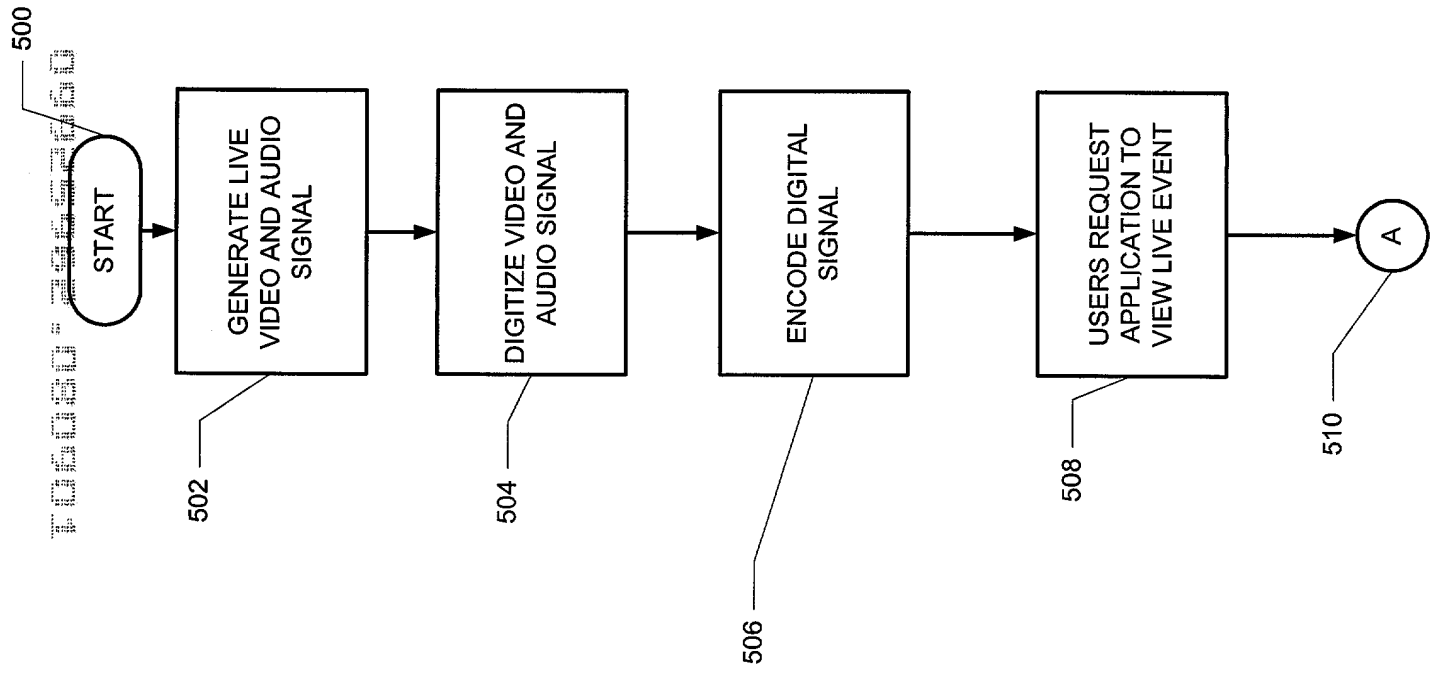


FIG. 11A

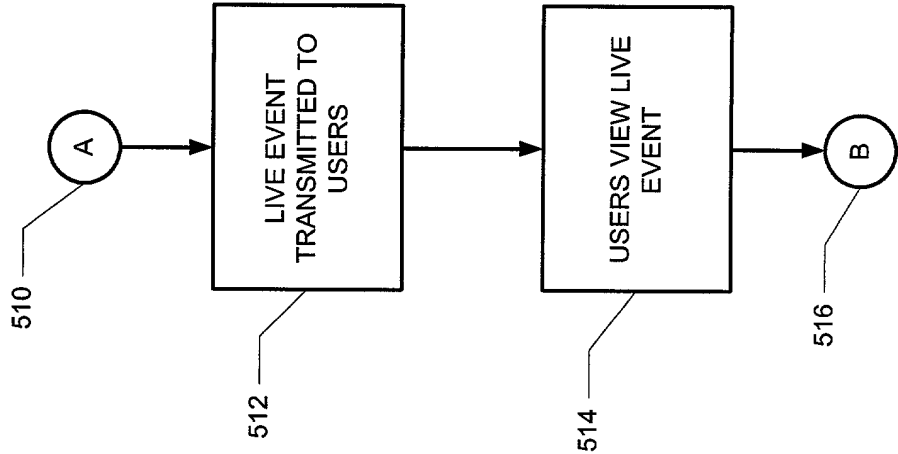


FIG. 11B

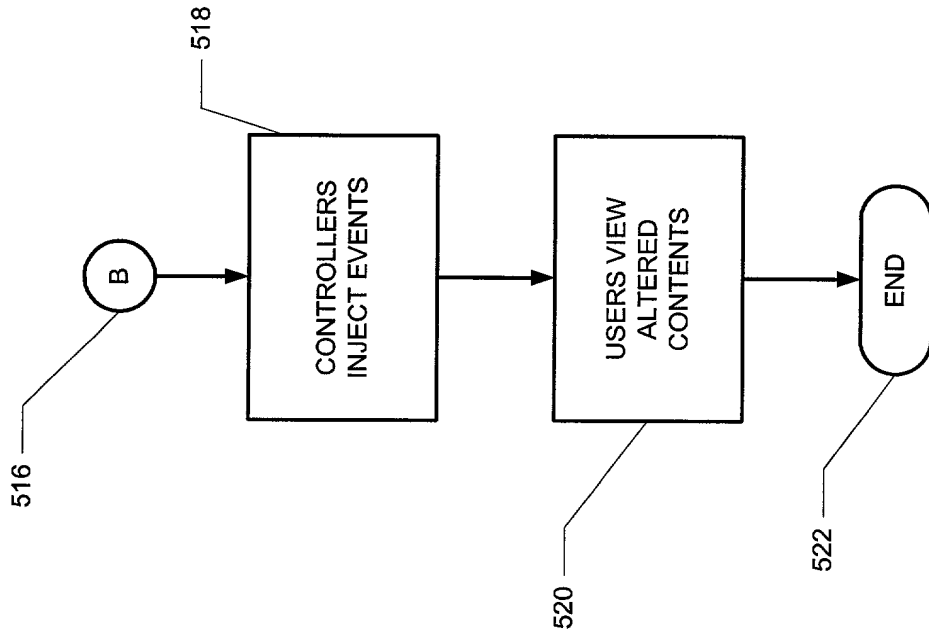


FIG. 11C

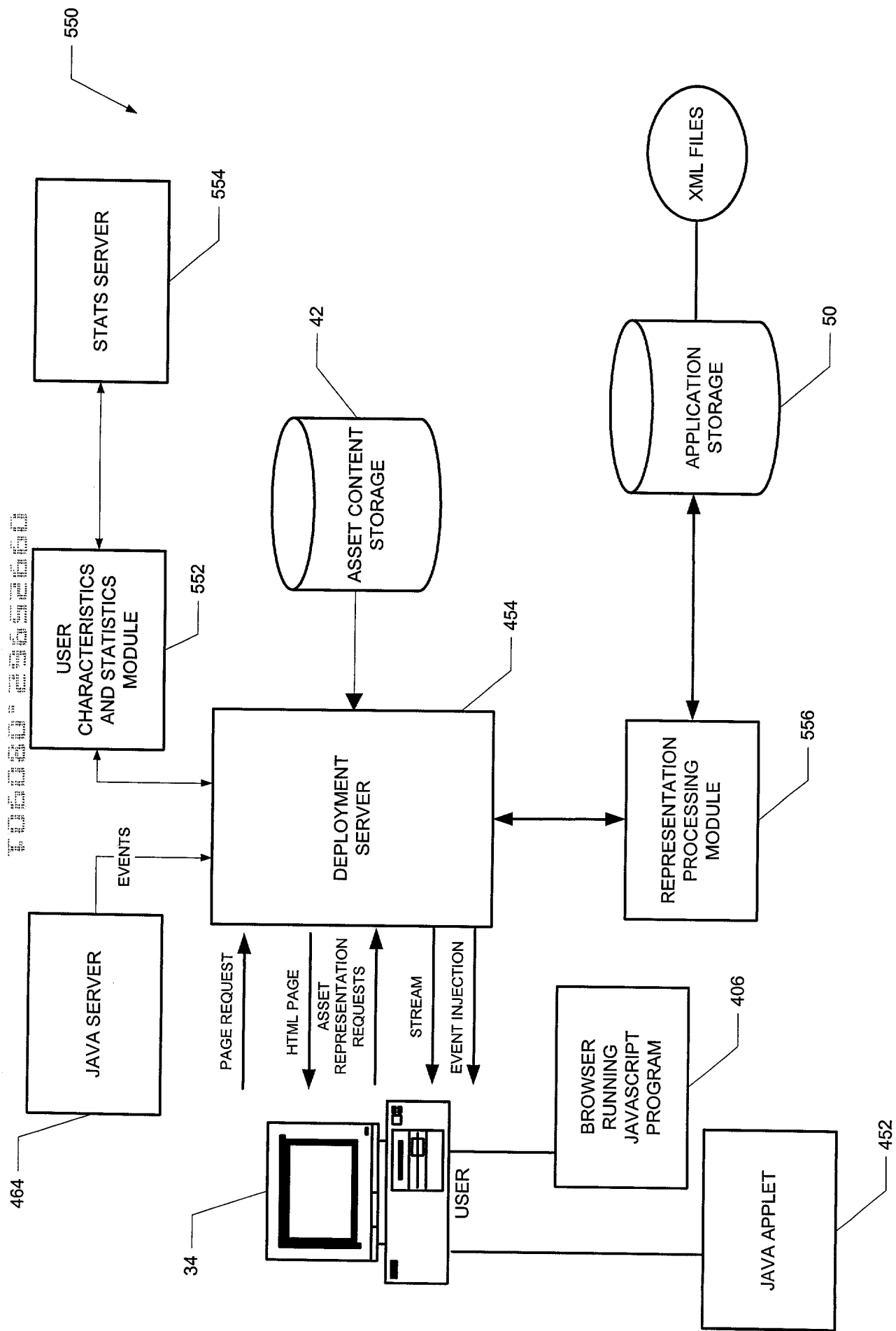


FIG. 12A

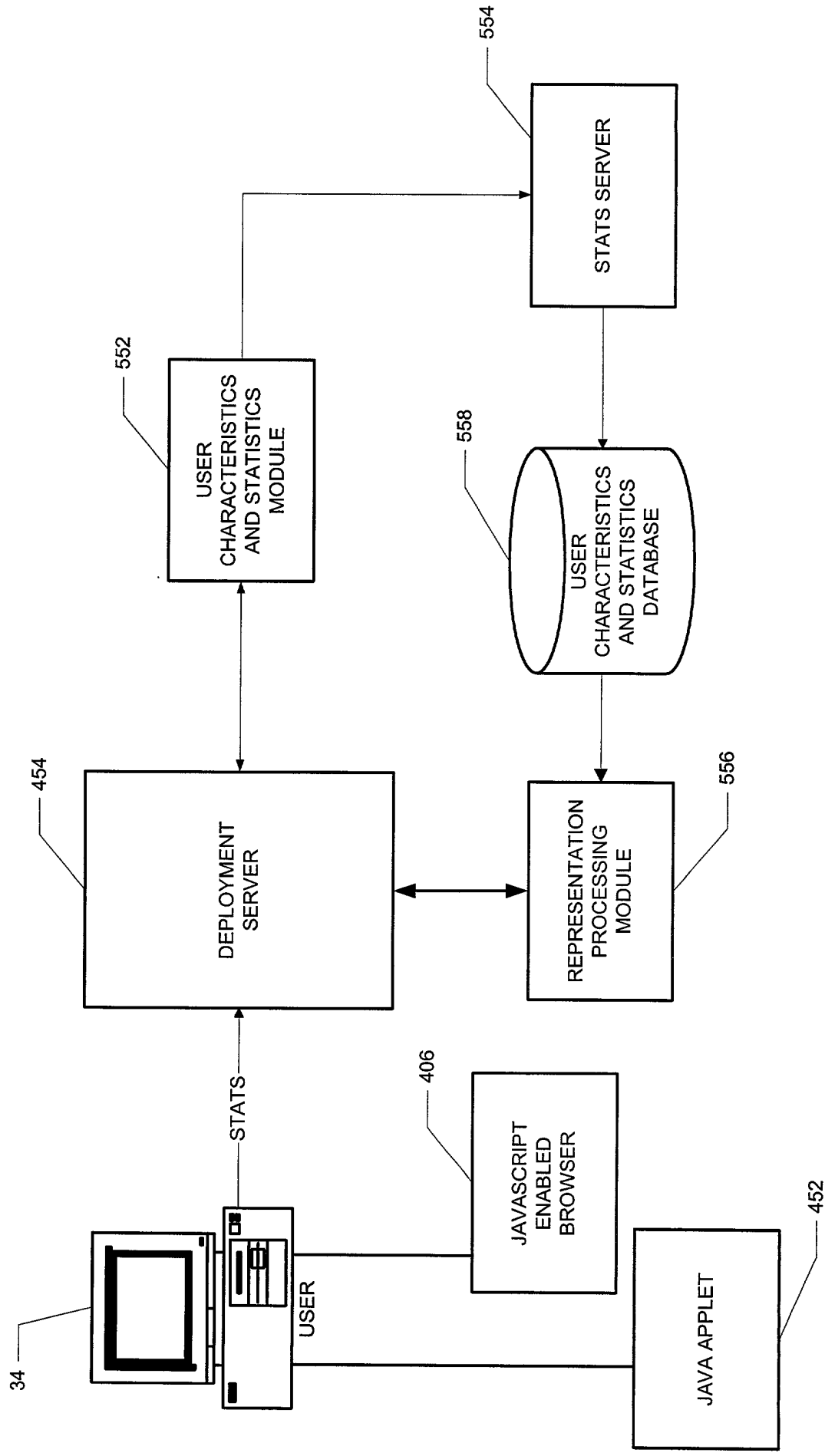


FIG. 12B

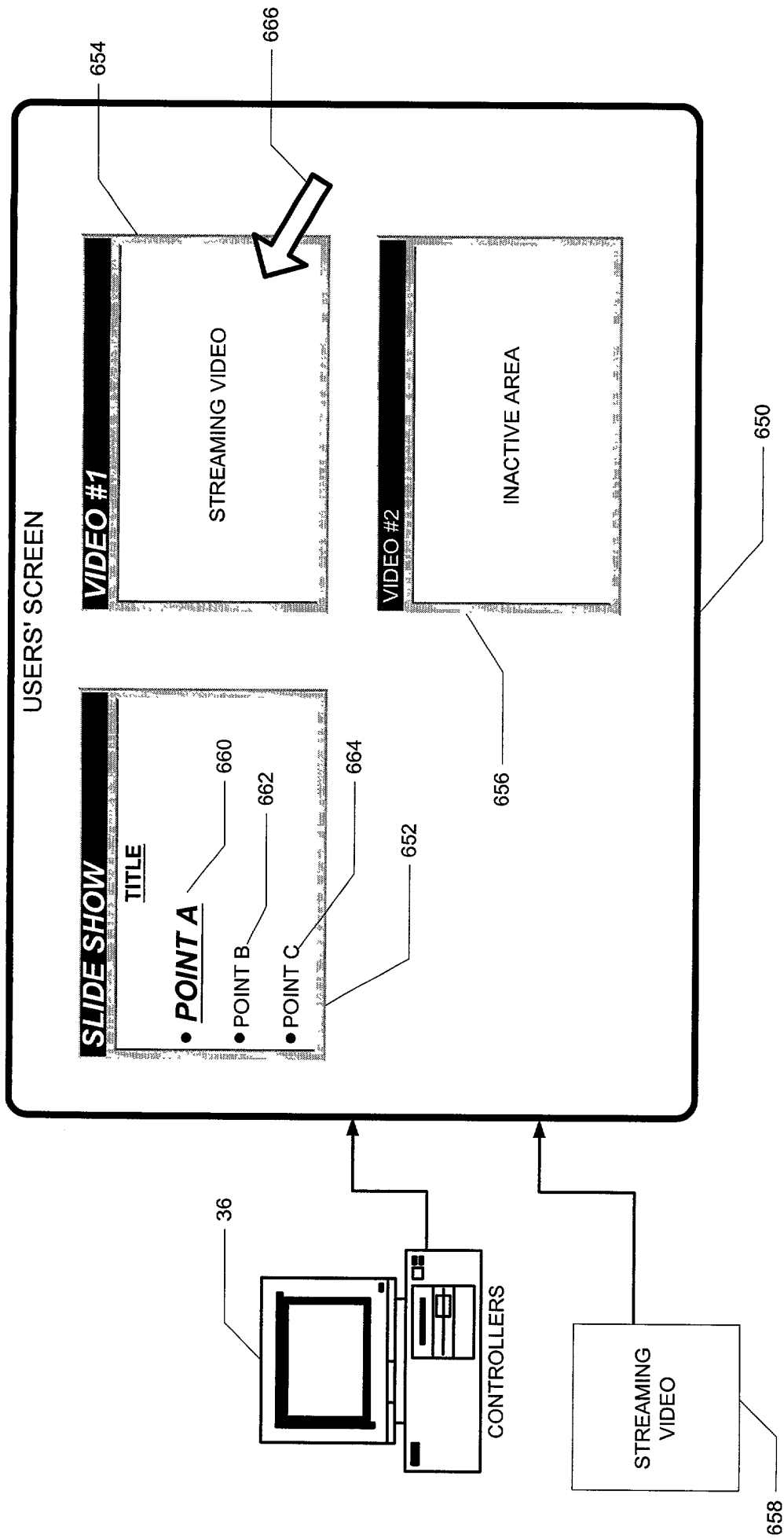


FIG. 13A

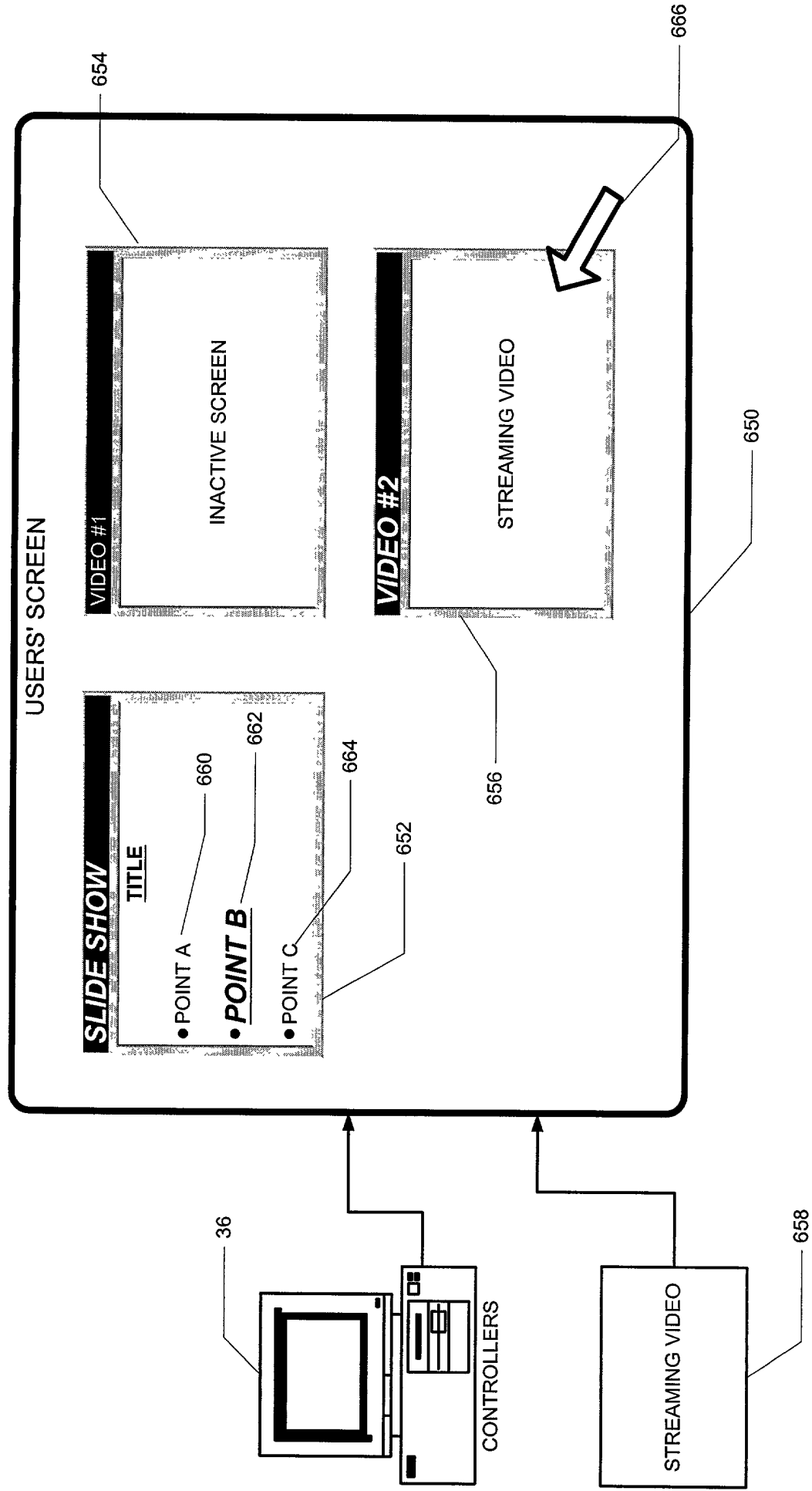


FIG. 13B

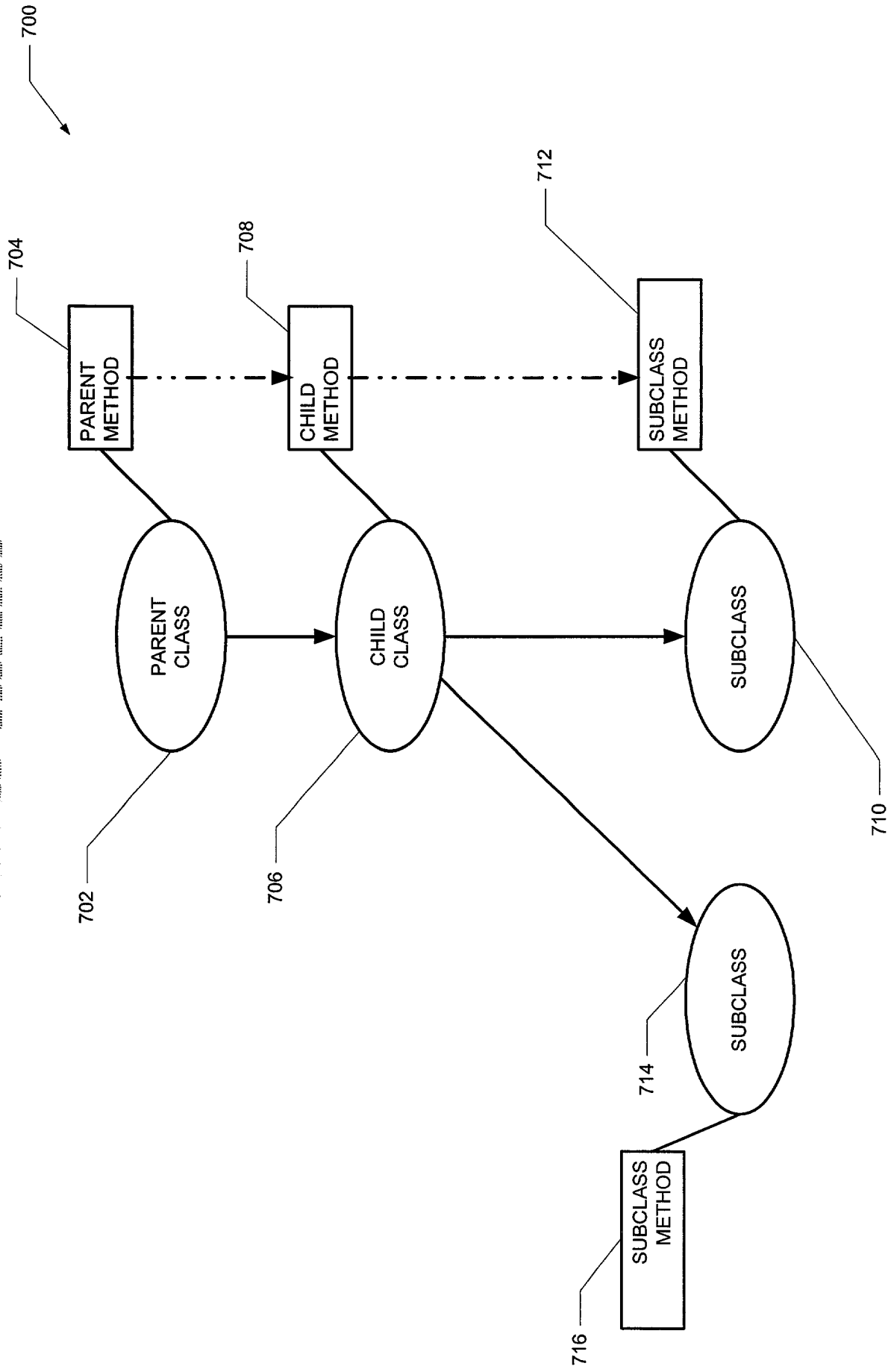


FIG. 14

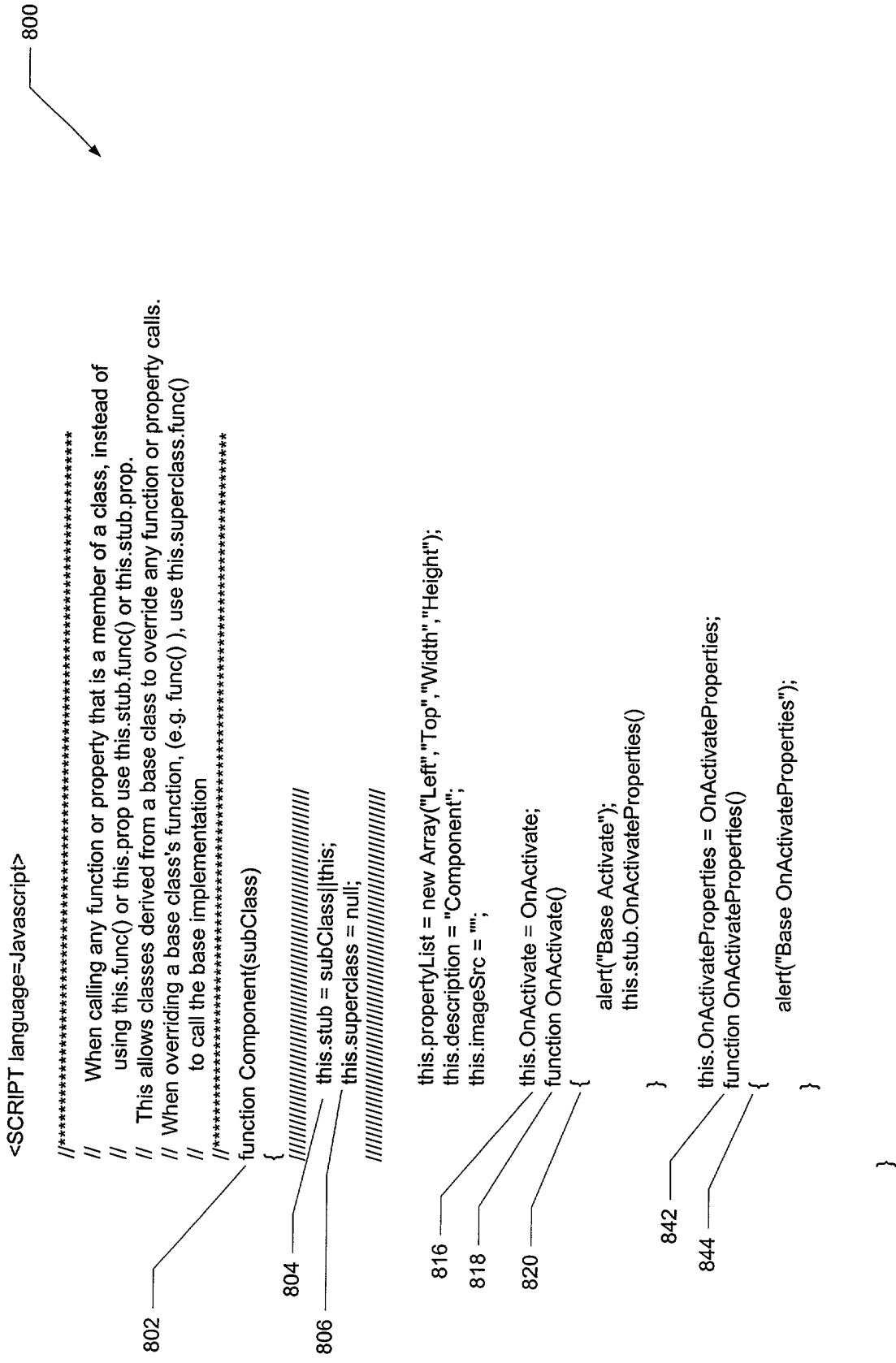


FIG. 15A

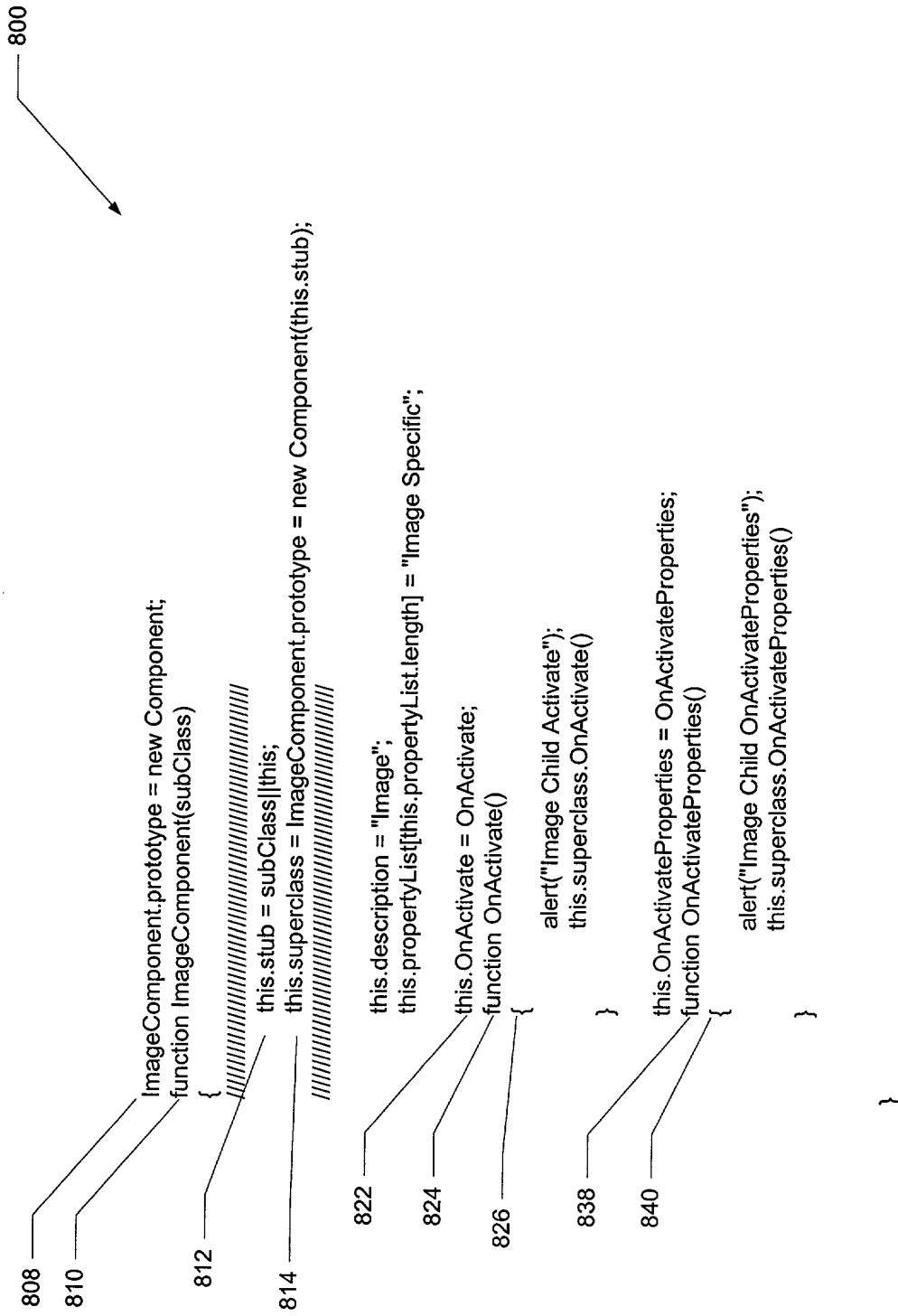


FIG. 15B

Year	Number of people
1980	100
1981	200
1982	300
1983	400
1984	500
1985	600
1986	700
1987	800
1988	700
1989	600
1990	500

FIG. 15C

800

```

870  GIF89Component.prototype = new GIFComponent;
      function GIF89Component(subClass)
      {
872  //////////////////////////////////////
          this.stub = subClass||this;
          this.superclass = GIF89Component.prototype = new GIFComponent(this.stub);
          //////////////////////////////////////

          this.description = "GIF89";
          this.propertyList[this.propertyList.length] = "GIF89 Specific";

          this.OnActivate = OnActivate;
          function OnActivate()
          {
              alert("GIF89 Child Activate");
              this.superclass.OnActivate()
          }
          this.OnActivateProperties = OnActivateProperties;
          function OnActivateProperties()
          {
              alert("GIF89 Child OnActivateProperties");
              this.superclass.OnActivateProperties()
          }
      }
    
```

FIG. 15D

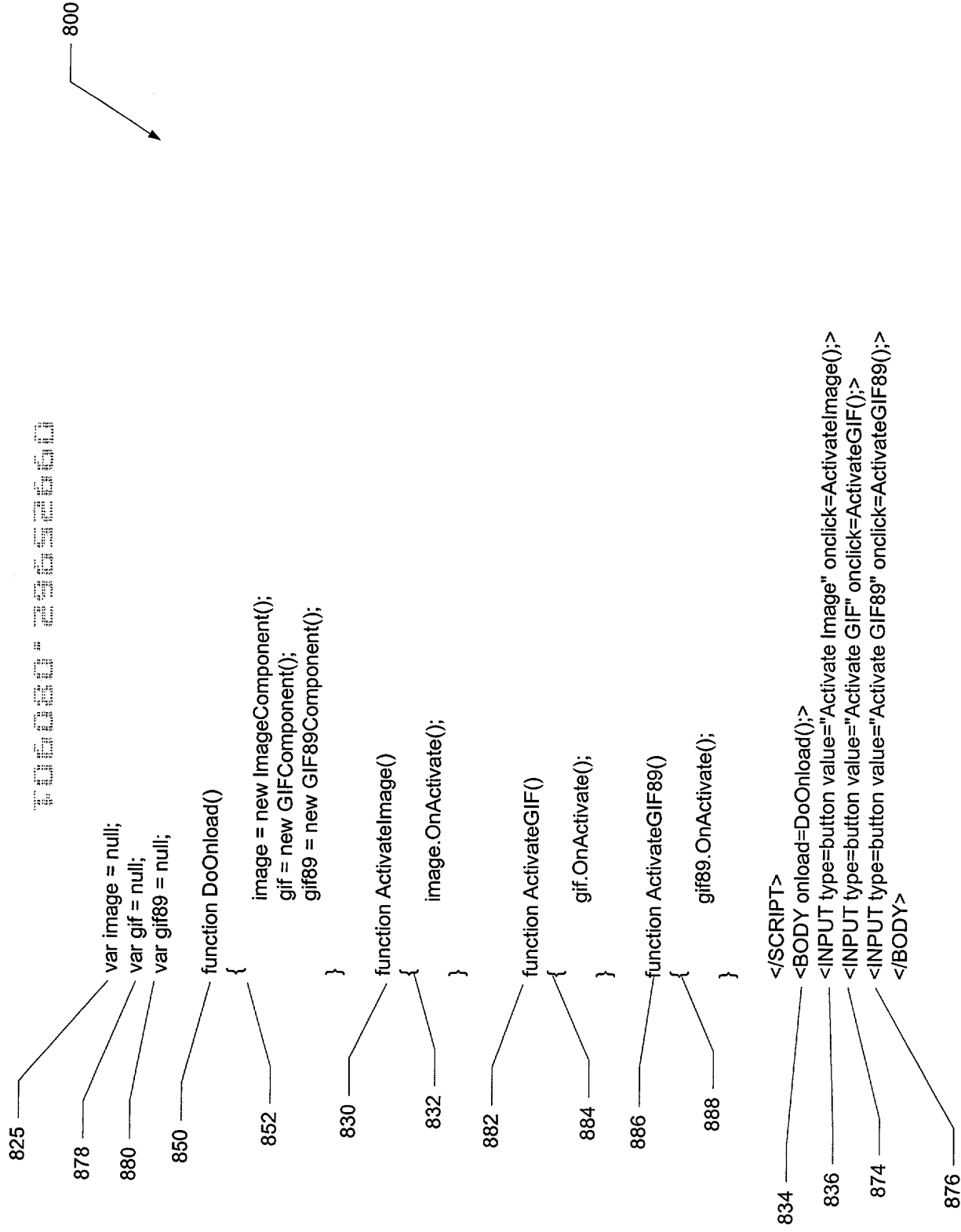


FIG. 15E

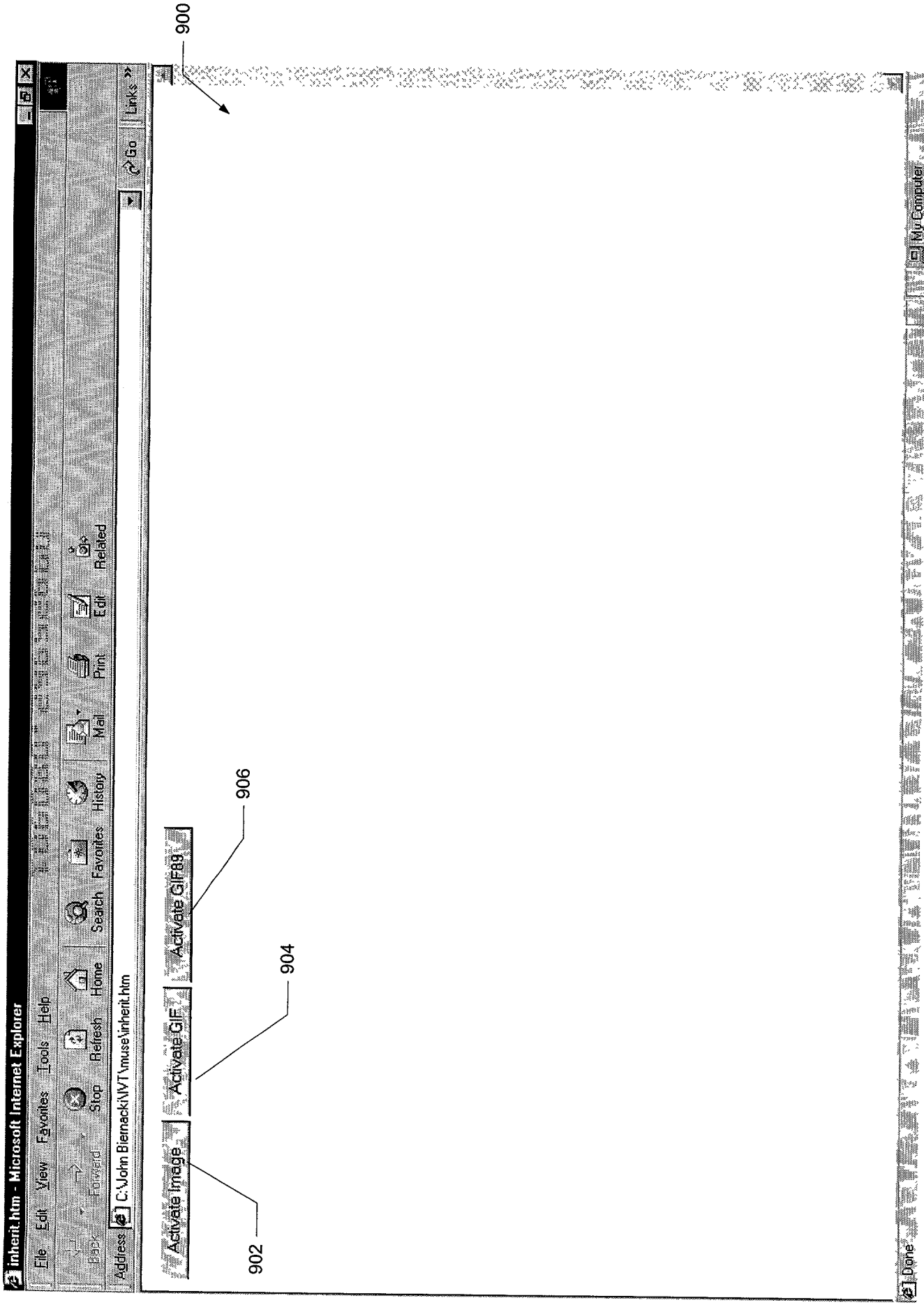


FIG. 16A

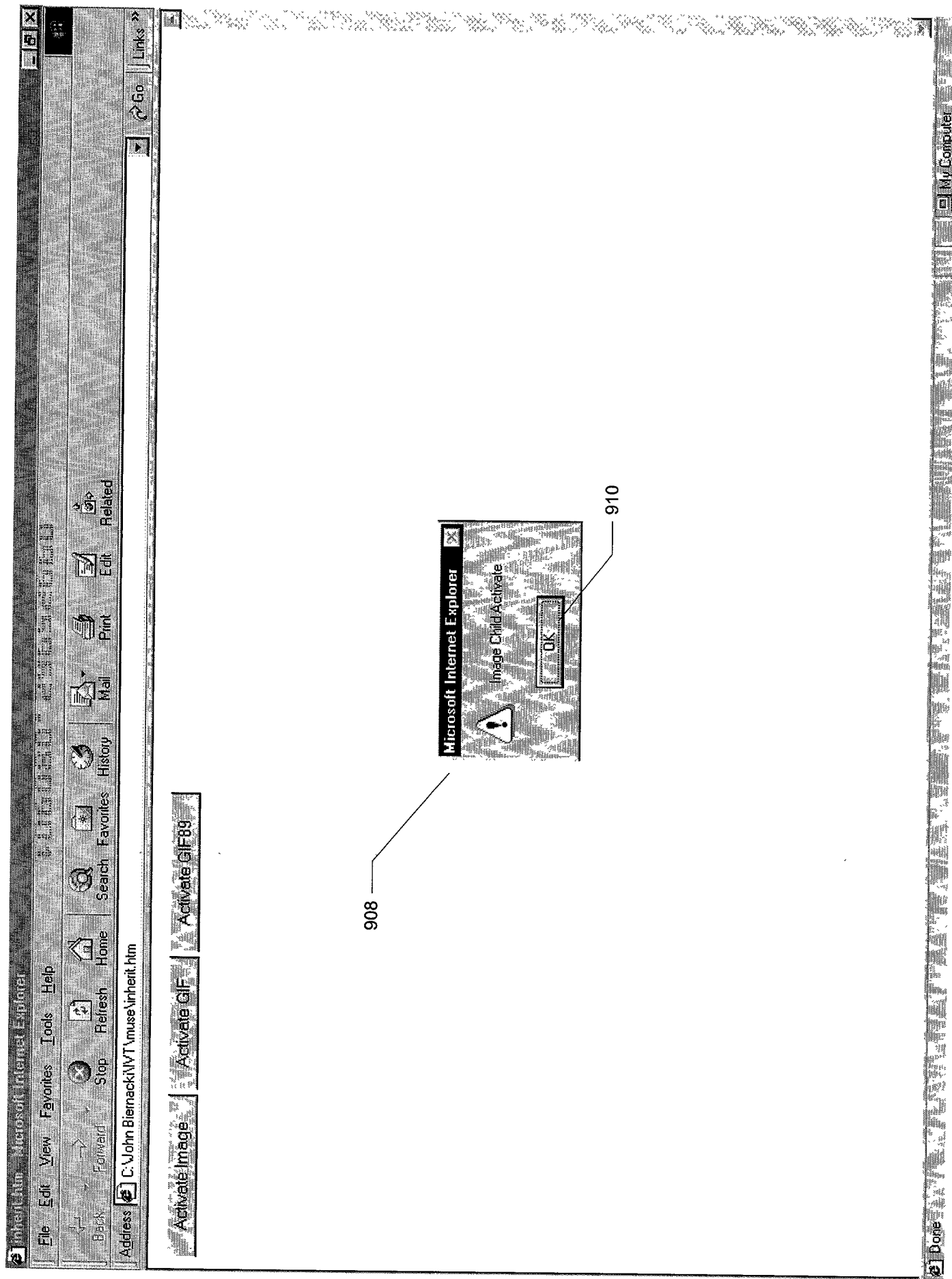


FIG. 16B

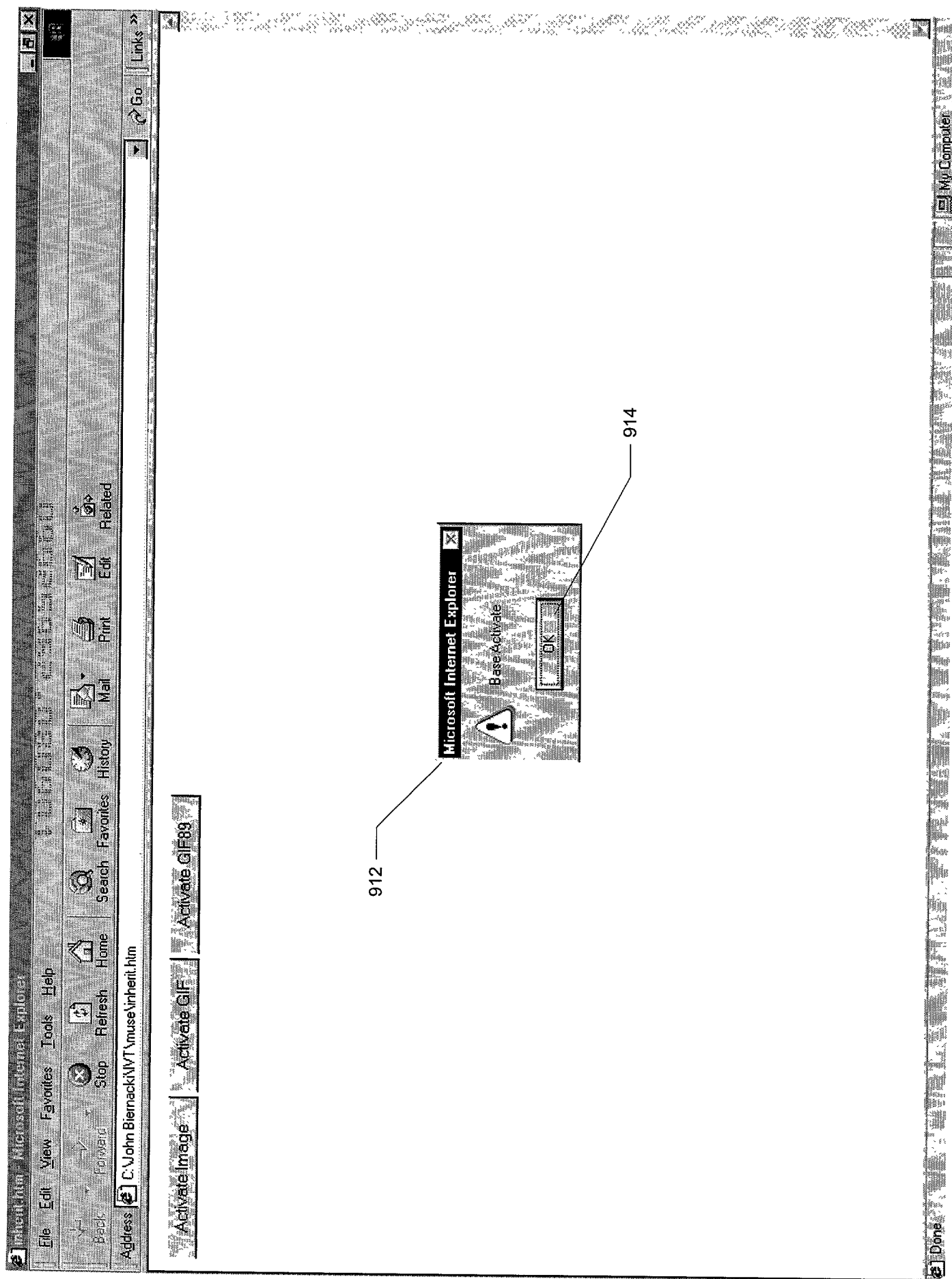


FIG. 16C

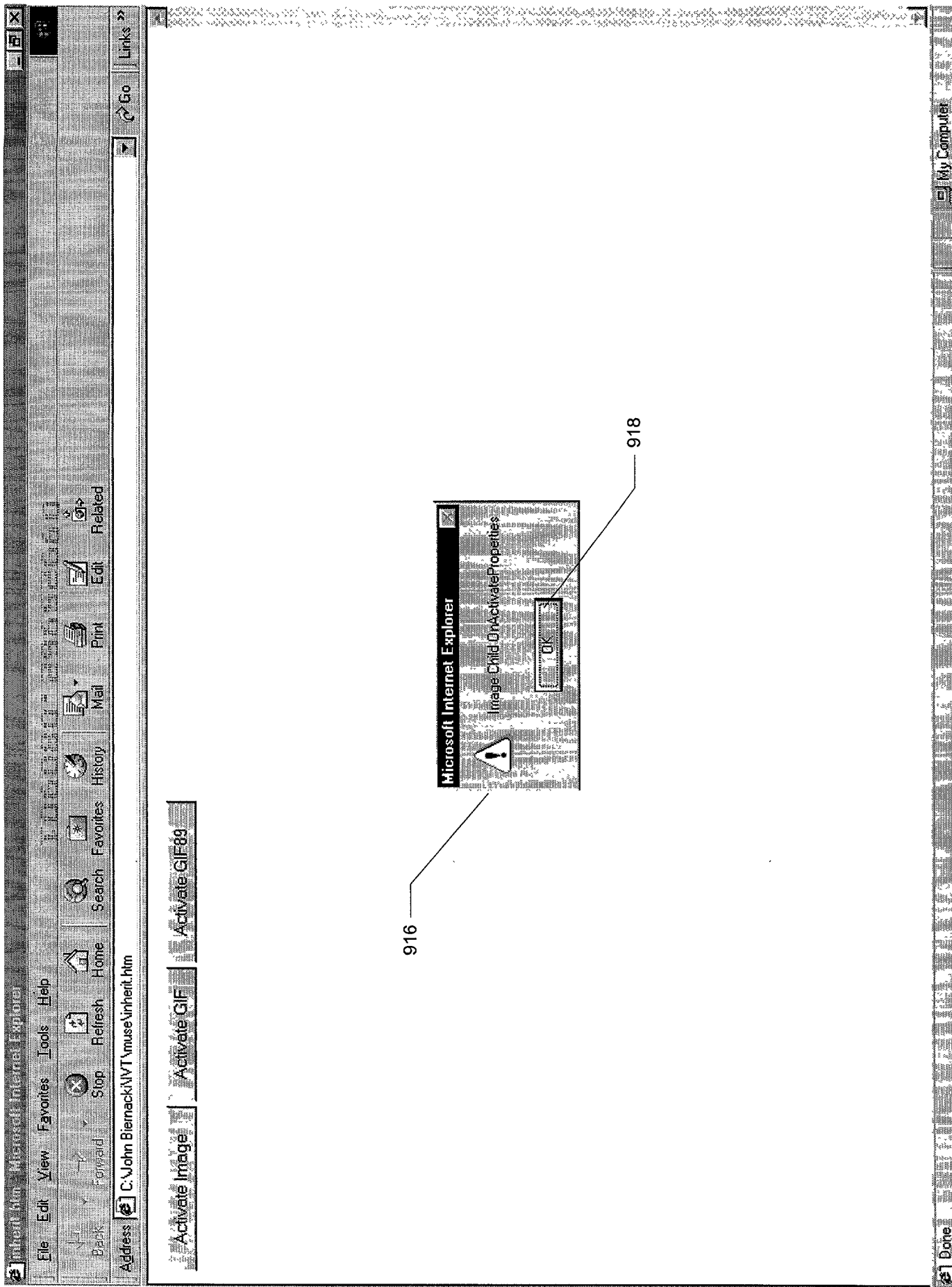


FIG. 16D

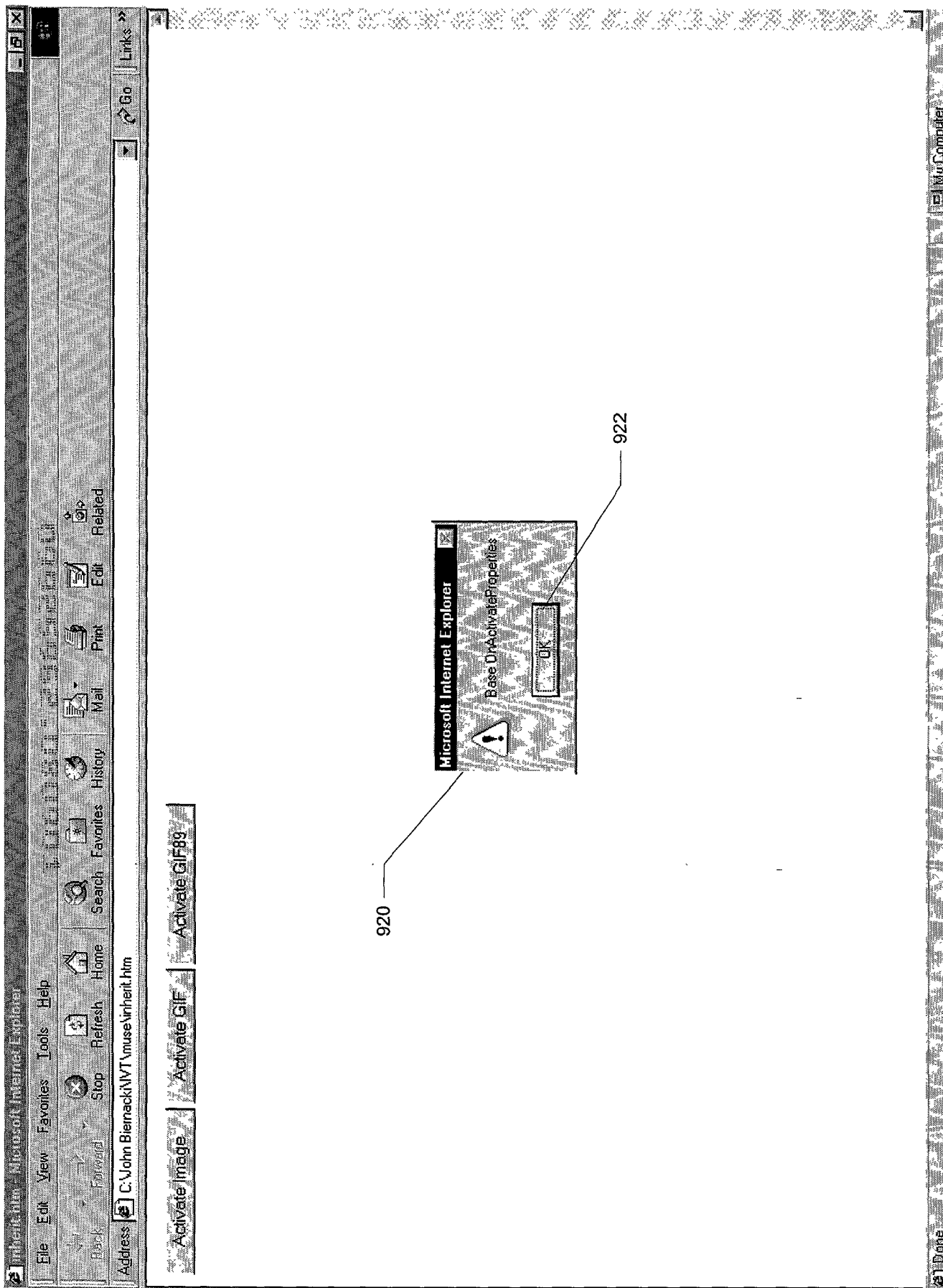


FIG. 16E

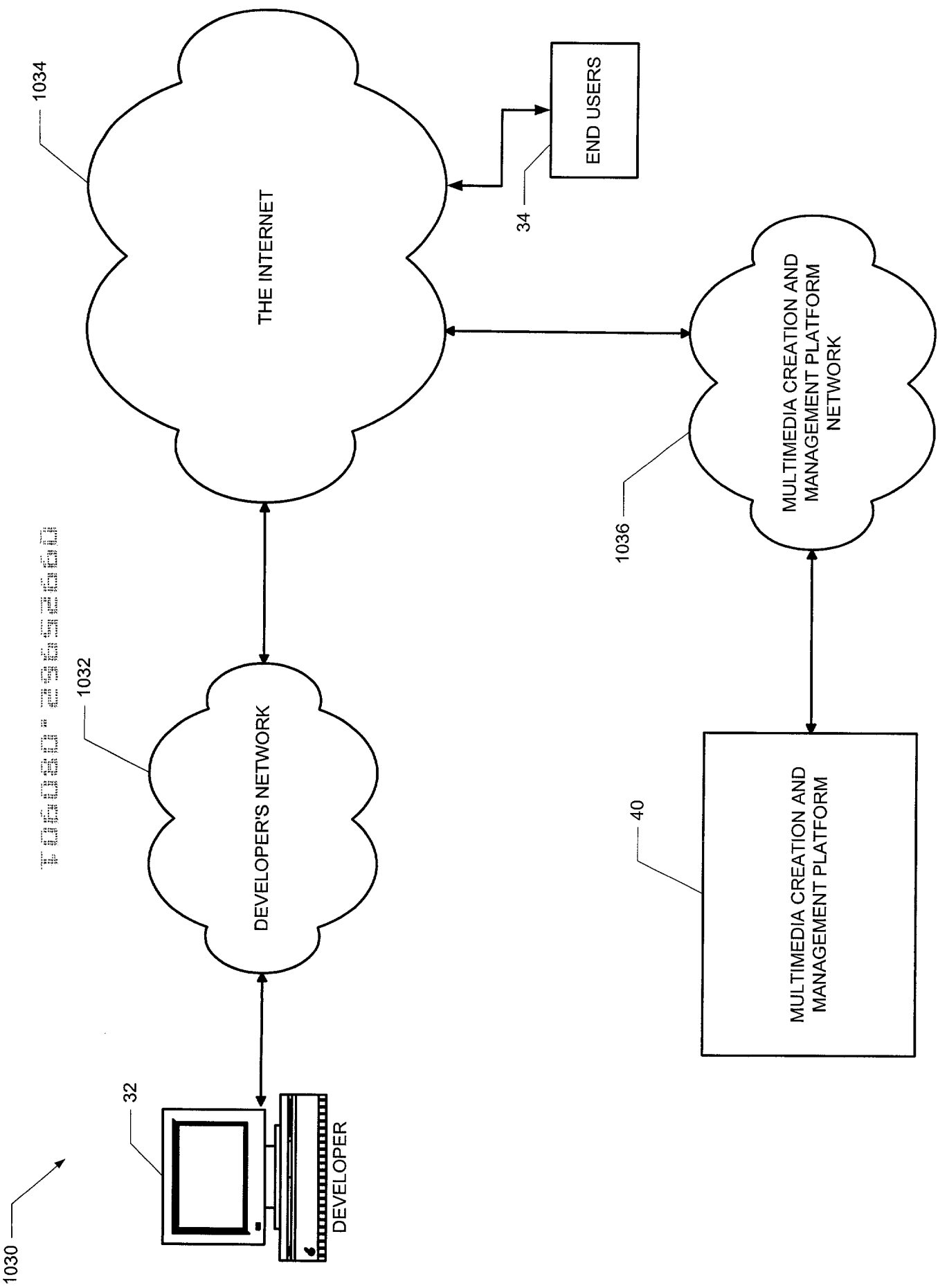


FIG. 17A

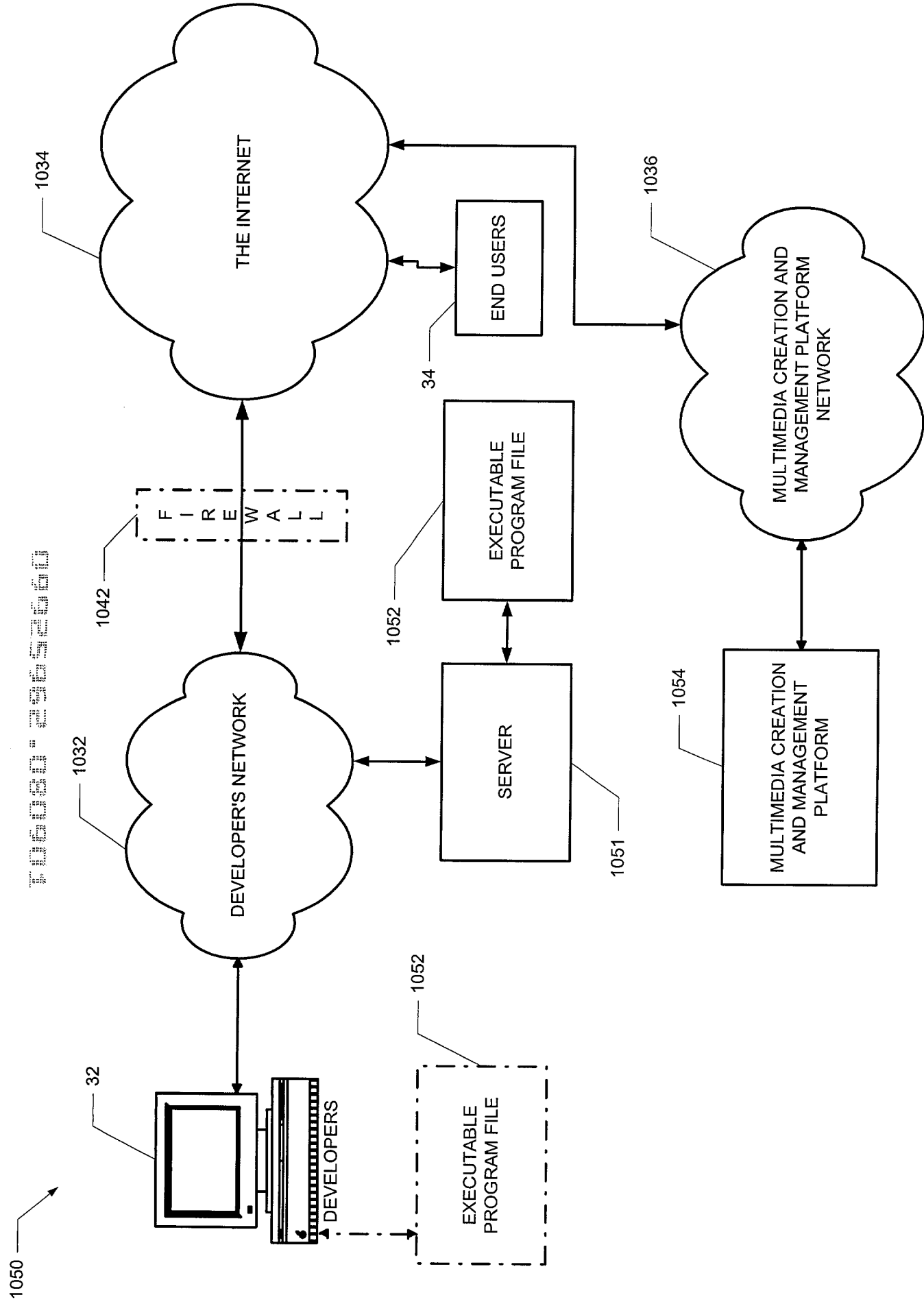


FIG. 17B